RA2
ADVENTURE

For 4-6 players, levels 8-10

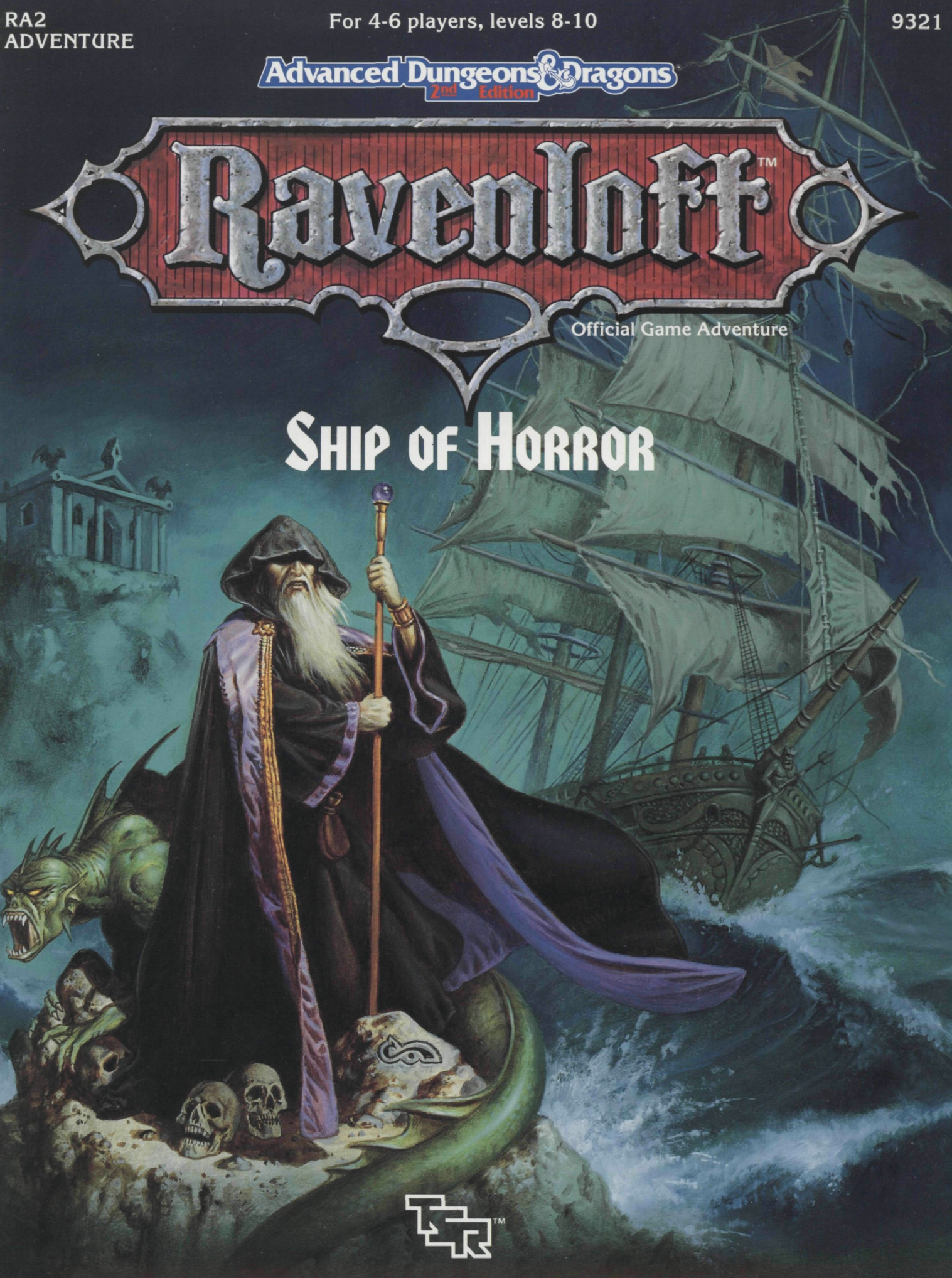
9321

Advanced Dungeons & Dragons 2nd Edition

Ravenloft™

Official Game Adventure

Ship of Horror



TSR™

The *Endurance*

One square = 5 feet

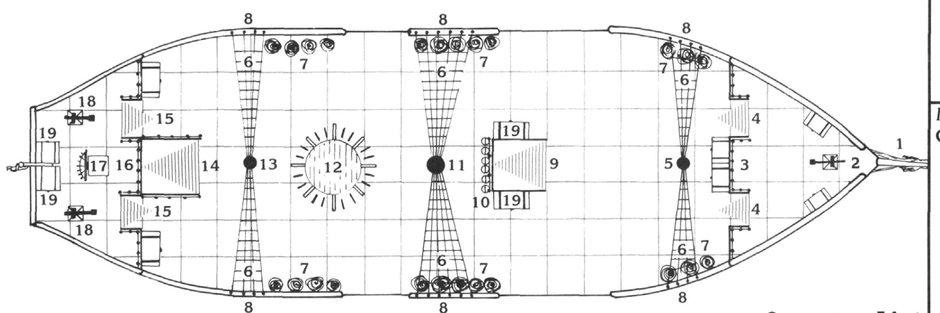
Sterncastle

Main Deck

Forecastle

1 Bowsprit
2 Forward Catapult
3 Forecastle Rail
4 Ladderway to Forecastle
5 Foremast
6 Rigging
7 Rope Coils
8 Belaying Pins
9 Ladderway to Lower Deck
10 Firebuckets
11 Mainmast
12 Anchor Capstan
13 Mizzenmast
14 Ladderway to Lower Deck
15 Ladderway to Sterncastle
16 Sterncastle Rail
17 Wheel
18 Catapult
19 Lockers

The *Endurance*



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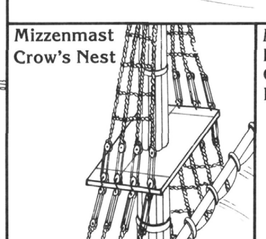
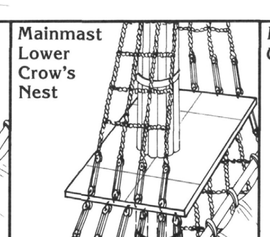
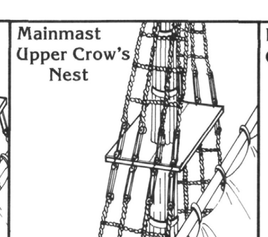


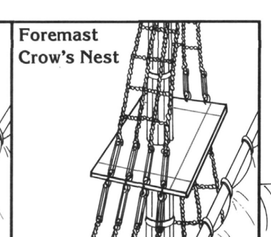
Mizzenmast Crow's Nest



Mainmast Lower Crow's Nest



Mainmast Upper Crow's Nest



Foremast Crow's Nest

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INTRODUCTION

You are about to embark on a terrifying journey into the mists of Ravenloft. The land that knows no mercy calls your name—you might hear it in the rustling of leaves in the autumn wind, in the creaking of floorboards underfoot, or in the blast of snow that rattles the windowpanes. You can take the precautions that mortals have taken throughout the ages—latch the windows, light candles to drive out the darkness, and stoke the fire—but the mists of Ravenloft will not be held at bay. The land will come to you, slipping under a door, slinking in behind the cat, or finding you while you dream. It will not give up once it has decided to pursue you.

For the DM

The materials in this module are intended for the DM's eyes only. Players should not read any farther!

As any good DM knows, this adventure should be read through completely before beginning play. Familiarity with the events that follow is important to a smooth game. In the RAVENLOFT™ game world in particular, familiarity with the material is especially important for the DM to make the most of pacing, mood, and tension. Only in this manner can the DM cultivate maximum fear and horror in his players.

Player Handouts

The DM should pay special attention to pages 29-36. These pages contain information about new monsters, presented in the format of the *Monstrous Compendium*. They are placed in the center of this book so they can be easily separated from the rest of the book and inserted into the *Monstrous Compendium* binder. By carefully opening the staples, these pages can be removed without damaging them or the rest of the booklet. The staples can then be pushed back into place.

Also included in these pages are various handouts to be distributed to the players. Hand them out only as indicated in the text—do not simply hand the players the entire packet at the beginning of the game. The players should feel that they've been forced to earn each clue. The DM should become familiar with these pages and may wish to separate them before beginning play to avoid interrupting the flow of the game.

Ability Checks

At various times during the adventure, characters will be asked to roll ability checks. For example, if a player is trying to sneak up a rotting staircase, he may be required to roll a Dexterity check to see if he falls through the rotting boards and sustains an injury. The player should roll 1d20. If the result is equal to or lower than the character's ability score, he is successful and climbs the staircase without falling. If the result of the die roll is higher than the character's Dexterity score, he falls through the rotting wood and is injured by the fall.

Another use for ability checks is to help players who are truly stumped. If the players are trying to unravel a mystery and run into a dead end, the DM can, at his discretion, ask the characters to roll Intelligence (or Wisdom) checks. Success can

indicate that a *character* has a burst of inspiration that never occurred to the *player.* This can help the DM to keep things moving in a more subtle manner than by handing out clues. The DM should use this technique sparingly, to avoid giving the players too much free information.

Modifications to the DM's Campaign World

As in any adventure, events must fit logically into the greater scheme of the DM's world. If the monsters and treasure presented in this adventure are not in line with the DM's campaign world, he is heartily encouraged to alter them. In a magic-heavy world, the DM may wish to toughen the monsters by increasing their hit points or lowering their Armor Classes, or by simply increasing the number of monsters encountered. In a campaign with weaker PCs, the DM might need to weaken the monsters to avoid killing off the entire party.

Similarly, the DM should adjust the amount of treasure available to the PCs. Whether the DM prefers the characters to struggle in a life of near poverty or he allows them all the trappings of a luxurious lifestyle, he should modify the treasure in this adventure to maintain game balance.

About AD&D® 2nd Edition Rules

This adventure follows the rules of the ADVANCED DUNGEONS & DRAGONS® 2nd Edition game. All references to game materials refer to the 2nd Edition books, although the adventure is playable using the original rules with some minor modifications by the DM. The RAVENLOFT™ boxed set is required to play this adventure.

The first adventure in the RAVENLOFT setting, *Feast of Goblyns*, is helpful but not required to play *Ship of Horror.* Included in *Feast* is a DM's screen especially designed for the RAVENLOFT setting. It includes many helpful tables describing the effects of magical spells and brief instructions for making fear and horror checks. It is useful, but not required to play *Ship of Horror.*

Getting Started

Ship of Horror is designed to begin in two different ways. If the Player Characters are already in Ravenloft, the DM can introduce this adventure in almost any location that is near a large body of water, including any rivers. If the PCs are not already in Ravenloft, the DM can use this adventure as a way to pull them into this new realm. The adventure can begin from any campaign world.

This adventure will begin differently depending on whether the Player Characters are already in Ravenloft or are in a different campaign world. Chapter Two gives a choice of two beginnings. The DM should choose the start-up that is appropriate. Once the PCs are in Ravenloft, the adventure continues in the same way for both novice and experienced Ravenloft adventurers.

Notes for DMs New to the RAVENLOFT™ Campaign

The most important advice for DMs using the RAVENLOFT setting is to never reveal too much to the players—keep them guessing at every turn. Many DMs distribute game statistics freely to their players as if NPCs and monsters wore signs on their chests listing their hit points, ability scores, motives, spells, and possessions. This takes the mystery and surprise out of the game. Avoid speaking in game terms whenever

possible—better to describe something as a "horrible creature with twisted, grotesque features" than a "ghoul with a Charisma of 2." Even simple things can become exciting and frightening when described properly. Consider the following description.

"It is a small, grey-furred creature, about the size of your hand. Its mouth opens wide, and you can see jaws lined with sharp fangs to match the razor claws on its four feet. The last thing you see before it darts into the shadows are its black, beady eyes."

This description is far more evocative than saying, "You see a rat, but it runs away." This example serves to illustrate what a creative DM can do to frighten his players and keep them guessing.

Adventure Synopsis

The PCs find themselves employed (imprisoned, actually) on a ship that has disguised its true identity, the *Ship of Horror.* After becoming lost at sea in a dense mist, a series of eerie visitations and clues leads the PCs to the realization that their ship, along with its captain, is cursed to ferry unsuspecting travelers into Ravenloft. The captain is guilty of grave-robbing and is responsible for defiling the bodies of the dead. As punishment, he is doomed to a life of torment by the spirits of the dead whom he disturbed.

By the time the PCs make this discovery, they have been lost at sea for several days, and it is now too late to save themselves—they have already been captured by the mists of Ravenloft.

The captain convinces the PCs that if they can help him to atone for his sins, he might be able to ferry them back out of Ravenloft. He had been hired by a wealthy family to transport the bodies of their dead to a small island to be interred in a mausoleum. In three cases, he took the money he was paid and simply dumped the bodies overboard. He must find these bodies and inter them properly in the mausoleum. He hopes that then the spirits of these three will cease haunting him.

After a difficult search, the PCs find the bodies and recover them from the ocean floor. They must then deliver the bodies to a mausoleum on a small, remote island.

In the process of making this delivery, the PCs make a gruesome discovery. The family that hired the captain was not transporting their dead relatives—they were working for an evil necromancer who required bodies for his research. The bodies they were sending him were stolen from graves near their village, and in some cases, were the bodies of unfortunate local peasants who were murdered by this evil family.

The PCs now have their work ahead of them. They may choose to eliminate the family of grave robbers. Whether or not they destroy the family, they must nevertheless find the necromancer on his island and destroy him. This is no easy task, since he has legions of undead unlike any seen before who guard his island.

Once the necromancer has been destroyed, the PCs have several choices to make. Since the necromancer was the island's sole inhabitant, the PCs may take possession of the island (if they wish to own a domain in Ravenloft). Also, once the grave-robbing family has been destroyed, the family's land and possessions are at the PCs' disposal (if the estates are not destroyed in the process). The PCs might also attempt to exit the realms of Ravenloft; success in this endeavor is, naturally, up to the DM.

The *Endurance* is something of a cross between a galleon and a frigate. The ship has always been kept in excellent repair. Currently, it is painted midnight blue with red and white trim. The ship's figurehead is the head and torso of Poseidon (or another sea god depending on the campaign setting). He has long, flowing hair and clutches a trident in one hand and gently grasps a seahorse in the other.

Garvyn's uncle Killian was a seafarer his entire adult life, which he spent on the *Endurance*, never settling down or establishing a home.

Garvyn hired on to his uncle's ship as a teenager and remained in its service through adulthood, and therefore, Killian left the ship to his nephew. Garvyn has owned the ship for 13 years.

The ship is constructed more in the manner of a warship than a cargo vessel, but modifications have allowed for an ample cargo hold. Shortly after inheriting the ship, Garvyn decided to give up the mercenary life. Garvyn has rarely lacked for work and has hauled almost everything imaginable.

Technical data for the *Endurance*

Length overall: 165 feet
Length on deck: 115 feet
Beam: 35 feet
Height of main mast: 130 feet
Sail area: 13,000 sq. feet
Catapults: 3
Heavy Ballistae: 10
Armor Class: 4
Hit Points: 260

General Conditions

Captain Garvyn is the victim of a curse (described later). He can never leave his ship. Some of his crew cannot go more than 500 yards from the ship. Those who know his secret are unable to discuss it; for unknown reasons, they suffer horrible nightmares and hallucinations if they reveal too much (the powers of Ravenloft are indeed strange).

Either Garvyn or his first or second mate are in command on the main deck at all times. A full crew, including officers, is 91 men. As a warship, more men would have been needed, but with the change in the ship's use and the modifications, fewer men are necessary. The ship is short a few sailors, despite the addition of the PCs.

During idle periods, sailors spend their time in their cabins, in the mess hall, in the hammock room, or sometimes in the cargo hold, if space permits.

The DM should remember that the NPC sailors are trained in their jobs and in fighting. They are not all highly intelligent, but they understand their jobs and perform them well. The PCs must show a certain amount of respect for the sailors, and cannot presume to boss them around.

Combat

In combat, 30 men are required to properly man the ballistae and 18 men are needed for the catapults. Nearly all the men aboard except the youngest and newest are trained in the use of the weapons. During periods of inactivity, the master gunner trains sailors in the use of these weapons. The PCs may choose to be trained if they desire.

The ship has 260 hit points. When its hit points are reduced to zero, the ship begins to break up and sink. However, if a single attack inflicts damage equal to 20% or more of the ship's original hit points, roll on the following table.

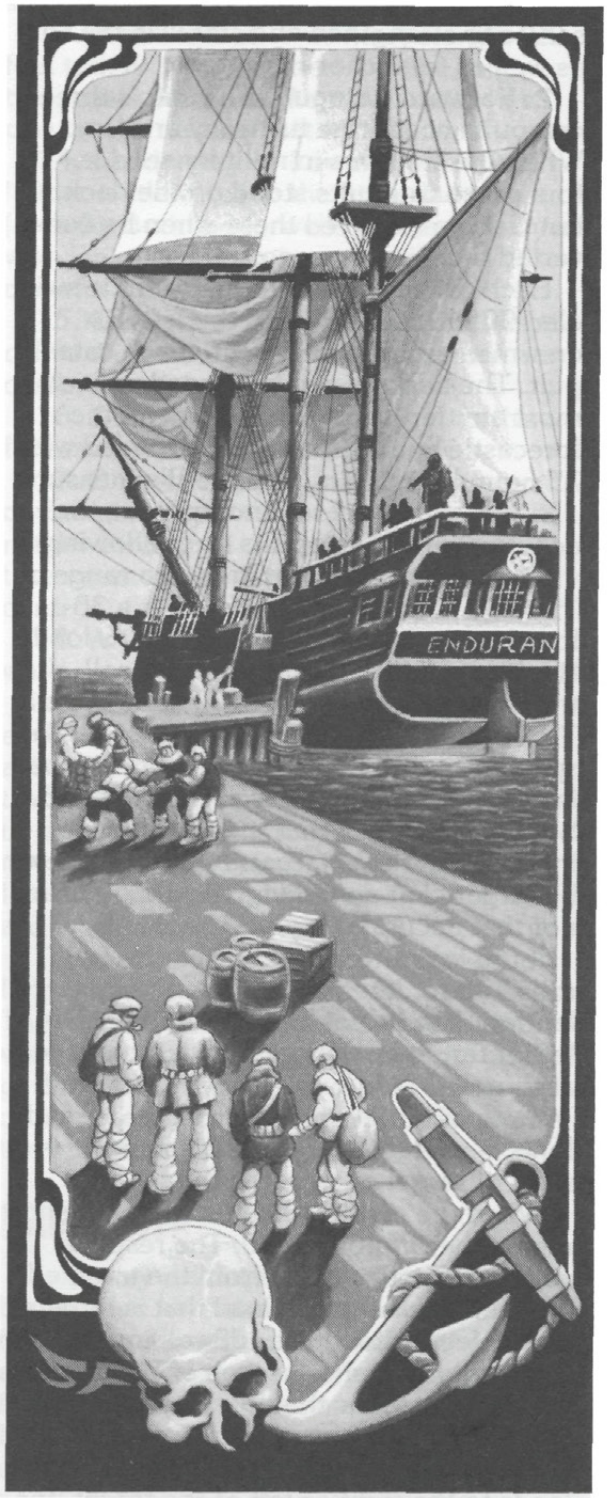
1D6 Roll	Effect
1	Hole in deck
2	Hole in hull above waterline
3	Hole in hull below waterline
4	Mast breaks (determine randomly)
5	Ship shaken (see below)
6	Fire

Holes: A hole made in the ship has a diameter (in inches) equal to the damage caused by the attack. For example, a strike inflicting 60 points of damage would tear a five foot (60-inch) hole.

Mast breaks: A broken mast loses a number of feet (counting from the top down) equal to the damage inflicted. For example, if a strike inflicts 50 points of damage, the affected mast loses its top 50 feet. Any crewman in the rigging or crow's nest must roll a successful Dexterity check to grab rigging or a sail, or else he falls to the deck or into the water (1d6 points of damage per ten feet fallen).

Ship Shaken: Anyone who is not tied down or sitting must roll a successful Dexterity check or fall to the deck.

Fire: A fire can be extinguished by two persons on the first round, adding one person for every subsequent round. Fire inflicts one point of damage on the first round, doubling on every subsequent round.



The Decks

Main Deck

The numbers given here correspond to areas on the map of the ship (on the inside cover of this module). The map is drawn to scale to accommodate 25-mm miniatures (1 inch = 5 feet) and provides a ready playing surface.

1. Bowsprit: The bowsprit is similar to a mast, except that it protrudes from the

bow of the ship. It is 50 feet long and serves to strengthen and stabilize the ship as well as to anchor rigging.

2. Forward Catapult: The ship's three catapults constitute its heavy artillery. When the ship was in military service, four more catapults stood on the deck, but Garvyn removed these when he converted the ship to cargo service.

Each of the three catapults can be swiveled 90° to the right and the left. Six crewmen are required to fire each catapult. The baskets can be loaded with almost anything, but the lockers on the forecastle and sterncastle are loaded with 25-pound iron balls. These balls measure 15 inches in diameter and improve the accuracy of the catapults (see following).

The catapults can be fired at a range of 150-350 feet. One player selects a 30-foot-square target for the catapult's load. He then rolls 1d20 for the attack roll. If the iron balls are used, the catapult has a THAC0 of 15 (the result of using a load of specific size and weight). If any other load is used, the catapult has a THAC0 of 18. Success indicates that the load landed inside the 30-foot target. A load can never be targeted at an individual (catapults are not that accurate).

If the load misses its target, the DM rolls 1d8 to determine where the load landed: 1 = left of target and long; 2 = left of target and short; 3 = left of target at targeted range; 4 = short of target; 5 = long of target; 6 = right of target and long; 7 = right of target and short; 8 = right of target at targeted range.

When the result indicates a long or short result, the DM rolls 5d10. The result is added to or subtracted from the targeted range. For example, a load that is targeted at 200 feet misses; the 1d8 roll indicates that the load is short. A roll of 5d10 results in 24. This means that the load lands 176 feet (200 − 24) from the catapult.

For results indicating that the load lands to the right or left of the target, the DM rolls 4d6. This is the distance from the outer edge of the 30-foot target where the load lands. (Thus, it is possible for a load to land up to 24 feet to the right or left of the edge of the 30-foot target, as well as possibly being up to 50 feet long or short of the target.)

Any time the load hits an object, the iron balls inflict 5d6 points of damage. The DM must adjust damage accordingly if something other than the iron balls are used.

If the load is calculated to land beyond its intended target, there is a chance that the load strikes something in its path. For example, a load fired at a ship might strike rigging or a mast. Depending on the trajectory of the load, the DM should determine if such a strike occurs. If a catapult load hits rigging or a mast, roll 5d6 and that many feet of mast (or square feet of rigging) collapse to the deck; half damage is caused to the deck from the falling iron balls and debris.

Under no circumstances can a catapult be aimed at a single PC or NPC. If a load lands in the same 30-foot square as an NPC or PC, the character is allowed a Dexterity check to avoid damage.

3. Forecastle Rail: This sturdy rail separates the forecastle from the main deck. It could be chopped apart by an axe or hatchet, but it is sturdy enough to support the weight of one man standing on it. It will not collapse if a character is thrown against it in a battle or storm.

4. Ladderways to Forecastle: These are short stairways with wide, shallow steps. The wood is painted and sprinkled with coarse sand to provide sure footing in wet weather.

5. Foremast: This mast is built from the trunks of several large trees and is encircled with iron bands. It is the shortest of the three masts at 90 feet tall. A small crow's nest is positioned 50 feet up the mast.

6. Rigging: Fashioned of ropes ranging from one to three inches in diameter, the

rigging can support the weight of several men. However, when climbing, the sailors distribute weight evenly on either side of a mast. PCs who have no experience aboard a ship must roll successful Dexterity checks to climb the rigging successfully. Characters who fall suffer 1d6 points of damage per ten feet fallen.

7. Rope Coils: These ropes range in diameter from one to five inches and in length from 50 to 200 feet. The coils are heavy and measure as much as three feet tall and four feet wide. The number of rope coils on deck varies according to which sails are in use.

8. Belaying Pins: These are thick wooden dowels on carved handles that fit into round holes below the rail. Ropes from rigging and the sails are wrapped around the pins to hold them in place. If a belaying pin is wielded as a weapon, it should be treated as a dagger, yielding 1d2 points of damage.

9. Ladderway to Lower Deck: This is a narrow ladder with steep steps. It rises at approximately a 70° angle. The steps are painted and coated with sand like the stairs leading to the forecastle. A wooden cap fits over the ladderwell to keep rain out of the lower deck. The cap can be removed for cargo loading.

10. Fire Buckets: These are large wooden buckets wrapped in leather. They hold approximately three gallons each. They are filled daily with seawater.

11. Mainmast: This mast is built of the trunks of many large oak trees. It is bound with iron circles. The mast is 130 feet tall and has two crow's nests, one 60 feet from the deck and a second, smaller nest 85 feet off the deck.

12. Anchor Capstan: This great wooden cylinder is fitted with eight sturdy posts protruding parallel to the deck. Sailors work together to turn the capstan and raise the anchor. On the deck around the capstan, many wooden stakes are nailed flat to the deck. These provide footing on the smooth wood (important in wet weather).

13. Mizzenmast: This mast stands 120 feet tall. It is constructed like the other two masts on the *Endurance*, and it has one crow's nest 55 feet off the deck.

14. Ladderway to Lower Deck: This ladder is identical to the other ladderway (area 9). Both ladderwells are capped by a wooden platform to keep rain out; a hatch can close off the well in foul weather.

15. Ladderways to Sterncastle: Identical to the ladderways leading to the forecastle (see area 4).

16. Sterncastle Rail: Identical to the forecastle rail (see area 3).

17. Ship's Wheel: Typical of steering devices on ships, this oak wheel turns the rudder to control the ship. In rough seas, three men may be necessary to maintain control of the wheel.

18. Aft Catapults: Identical to the forward catapult.

19. Lockers: These lockers resemble enormous wooden trunks or chests. They are built right onto the deck and are not transportable. The lockers are held shut by enormous iron latches, but they are not locked. Iron bands wrap around the lids and sides of the chests. The lockers are four feet deep.

The lockers alongside the sterncastle ladderways hold extra sails and ropes. The lockers between the forward ladderways contain shields, short swords, daggers, and bows and arrows. The lockers on the castles contain iron balls for use in the catapults (50 loads per castle locker).

Lower Deck

1. Heavy Ballistae: These should each be manned by three crewmen and can be fired once every three rounds. If they are manned by fewer than three men, they fire more slowly: if two men handle a ballista, it can be fired once every four rounds; if manned by one gunner, it can be fired only once every six rounds.

If a ballista is manned by three experienced gunners, the weapon is considered to have a THAC0 of 12. If it is manned by inexperienced persons, the THAC0 worsens by 3 for each novice (e.g., if two inexperienced men operate a ballista with one experienced gunner, the THAC0 is 18). At least one experienced gunner is required to fire a ballista.

Successful hits inflict 4d6 points damage. A ballista may be fired at a range of 10-250 feet.

The ballistae are positioned behind large, square portholes. The portholes have wooden covers that can be swung shut and latched in foul weather. A ballista can be swiveled 25° to the right and left of its center.

2. Quivers: These large wooden cylinders are bolted to the deck. Each holds 25 ballista bolts.

3. Mess Hall: Long tables and benches fill this room. All furniture is bolted to the deck. The crew eats in shifts in order to accommodate all the men.

4. Galley: All cooking gear is stored here. An enormous wood-burning stove fills one end of the room. A stove-pipe exits the side of the ship.

5. Cabins: Experienced crew and those with seniority sleep in these small cabins. The cooks, carpenters, crack gunners, and others with important talents are among those inhabiting these quarters. The doors have latches but no locks.

These cabins consist of a stack of three bunks, barely three feet wide, running along the length of the cabin. The bunks are roughly six feet long. A narrow storage cavity is fitted beneath each mattress. Footlockers and sea chests fill the floors.

Each occupant in these cabins owns several changes of clothing, personal mementos, and 6d10 + 10 gp.

6. Guest Cabins: These are primarily for passengers, which the *Endurance* has ferried from time to time. Garvyn assigns the PCs to these cabins. This is the only space available on the ship, except for unoccupied hammocks in area 12. Each door has a lock.

These cabins are fitted with a stack of three bunks, like the other cabins. They are also outfitted with a desk (bolted to the bulkhead) and three stools. Three small, empty lockers line one wall, forming a bench.

7. Second Mate's Cabin: This is outfitted exactly like the guest cabins. The door is often locked (50%). The second mate and the master carpenter share this room. Each man owns clothing, personal items, and 7d10 + 20 gp.

8. Master Gunner's Cabin: This is outfitted like the guest cabins, except that it has only two bunks. The door is always locked to safeguard any navigational information. The master gunner and master navigator share this cabin. Each owns clothing, personal mementos, and 8d10 + 20 gp.

9. First Mate's Cabin: This is outfitted like the master gunner's cabin. The door is usually locked (75%). It is occupied only by Brummett, the first mate. Brummett keeps several sets of clothing, personal items, and 160 gp.

10. Captain's Cabin: This door is fitted with a sturdy lock. The largest of all the cabins, this room also holds all the navigational charts and maps. There are four bunks in two stacks in this room, along with a large map table, four tall stools around the table, several chests, and a comfortable leather armchair. Garvyn's entire adult life has been spent aboard this ship, so there are many mementos, such as animal tusks, furs, inexpensive jewelry, and exotic art objects.

Under Garvyn's bunk is his fortune. A chest is built into the bunk and is only noticeable to someone looking under the mattress. The chest contains many heavy sacks, holding a total of 6,000 gp. In the other stack of bunks is a similar chest, containing another 6,000 gp. One of the

many chests in the cabin contains 4,000 gp worth of gems.

11. Ladderway to Main Deck: See the previous description of the main deck.

12. Hammocks: The greenest sailors bunk here. Hammocks are strung across the room, stacked two high, for a total of 22 bunks. Footlockers and chests line the walls of the room. The chests contain three to four changes of clothing, personal mementos, and 5d8 + 10 gp.

A trap door is built in the floor near the ladderway to the cargo deck. The hammocks and trap door are removed when loading cargo.

13. Ladderway to Cargo Hold: This ladderway is identical to those leading from the main deck to the lower deck.

Cargo Deck

1. Sail, Line, and Tool Storage: These compartments hold sails, ropes, tools, lamp oil, wicks, lanterns, grappling hooks, fishing equipment, firewood, and other gear. The doors are not locked.

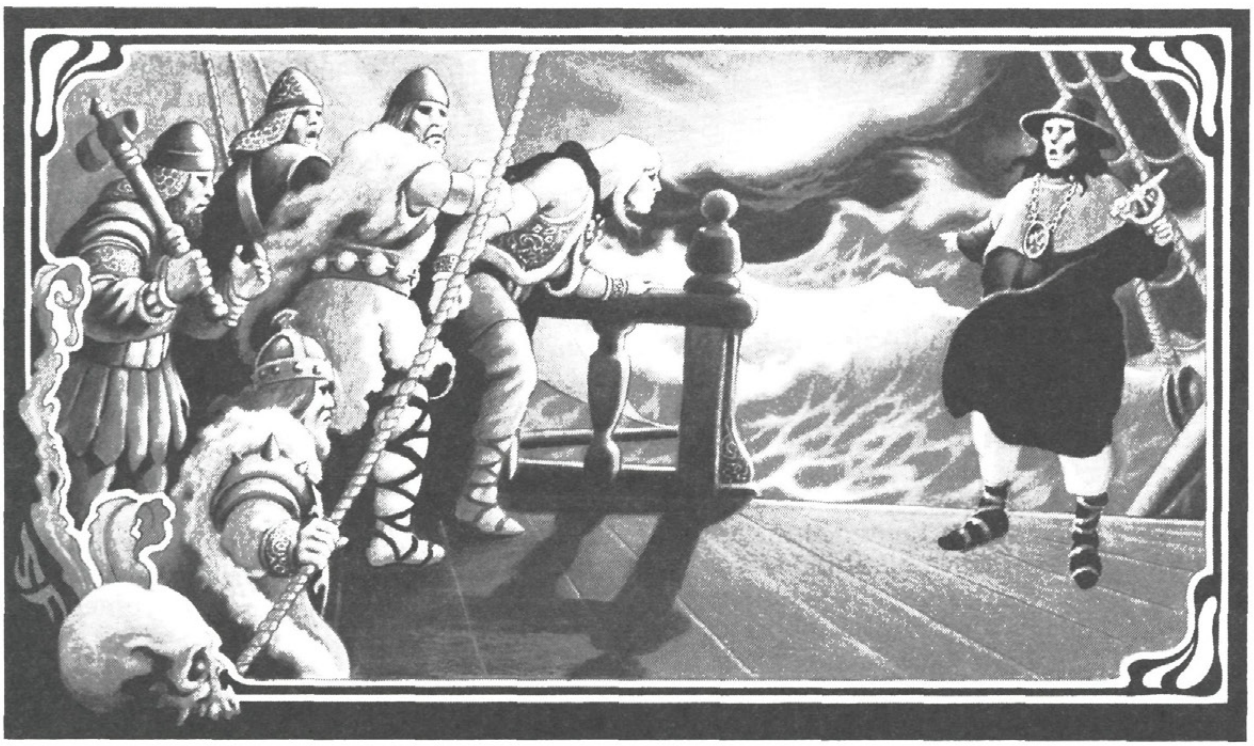
2. Water Storage: Barrels of fresh water and rum are stored here. Any empty barrels are carried to the main deck during storms to catch rainwater. These doors are always locked; Garvyn and the first and second mates have the keys.

3. Food Storage: These compartments are always locked. Garvyn, the first and second mates, and the cooks have the keys. Flour, oats, hardtack, dried meats, salt, onions, potatoes, and other foods are stored here.

4. Ladderway to Lower Deck: This ladder is identical to the other ladders.

5. Open Storage: Large crates and cargo are kept here during shipping runs.

6. Secure Hold: Double wooden doors open into this storage space. Valuable



cargo is carried here, and ordinary cargo is stored here if the space is needed. Garvyn and the first and second mates have the keys to this area.

7. Privies: Many sailors take care of their needs on deck, but the privies are necessary. Buckets must be carried to the main deck or a porthole to be emptied.

Special: This area is described in the encounter with Charlotte in Chapter 2.

Crew

Captain Garvyn (8th-level fighter): AC 6 (Dex bonus, shield); MV 12; HD 8; hp 64; Str 17, Dex 17, Con 15, Int 17, Wis 13, Cha 15; #AT 3/2; Dmg 1d6+1 (short sword), 1d4+1 (dagger), 1d6+1 (club), 1d8 (long bow, sheaf arrow), 1d6+1 (spear), 2d4+1 (morning star); AL CN; THAC0 13

Garvyn is a tall, lean man in his mid-50s. His skin is deeply tanned and his eyes are an intense shade of blue. He has a salt-and-pepper beard and hair. He speaks the brogue typical of sailors; he is spry and agile beyond his years. Decades of sailing have kept him fit and lean, and his sea-legs give him an admirable dexterity.

Garvyn is good-natured and easy going. In a crisis (bad weather or combat), he barks orders but remains calm and in control. His crew generally trusts him, especially in a crisis. Garvyn commands respect simply through his own self-confidence and competence.

Captain Garvyn is cursed as a result of accepting payment to deliver a family's dead to their mausoleum but instead dumping the bodies overboard (this is described in detail in Chapter 2). As a result, he can never leave his ship; if he attempts to step off the ship, he is stopped by an invisible barrier. Furthermore, the powers of Ravenloft have ensured their grip on Garvyn by enchanting his ship. If the ship is ever wrecked (whether through storm, siege, or suicide), the powers of Ravenloft rebuild the ship within 24 hours of the wreck. Usually, the ship appears near the site of the wreck the morning after the destruction. Everything down to the last nail is exactly as it was before the wreck, including personal property owned by the crew.

The captain believes that if he can retrieve the bodies he dumped overboard and put them to rest, he can be free of his curse. This decision is left to the DM and is addressed in the final pages of this adventure.

The *Endurance* is now a tendril of Ravenloft that can extend into any world, dock at any port, and accept passengers. These passengers have no clue to the fate that awaits them. Once the ship leaves port, the passengers enter the realm of Ravenloft and are subject to all the conditions of survival and escape in the realm.

Brummett, First Mate (7th-level fighter): AC 6 (Dex bonus, shield); MV 12; HD 7; hp 55; Str 16, Dex 17, Con 15, Int 17, Wis 15, Cha 18; #AT 3/2; Dmg 1d6+1 (short sword), 1d4+1 (dagger), 1d6+1 (club), 1d8 (long bow), 1d6+1 (spear), 2d4+1 (morning star); AL CG; THAC0 14

Brummett is a handsome, charismatic man in his late 30s. His blond hair is bleached by the sun and is beginning to show a hint of grey. He has deep green eyes that sparkle out of his tanned face. Unlike most sailors, he is clean-shaven. He is strong and agile from years of shipboard service, and he sprints lightly along the decks with the grace of a dancer.

The first mate is an eternal optimist, and although he understands the gravity of the ship's situation, he remains convinced that the curse can be broken. His positive outlook is responsible for keeping the crew in good spirits. Brummett is friendly and likeable.

Ralfeo, Second Mate (6th-level fighter): AC 6 (Dex bonus, shield); MV 12; HD 6; hp 42; Str 16, Dex 17, Con 14, Int 16, Wis

15, Cha 15; #AT 1; Dmg 1d6+1 (short sword), 1d4+1 (dagger), 1d6+1 (club), 1d8 (long bow), 1d6+1 (spear), 2d4+1 (morning star); AL NG; THAC0 15

The second mate is dark-skinned, with black hair, brown eyes, and a short, dark beard. He is handsome and likeable, but quiet and reserved. During the impromptu parties that develop on board ship, Ralfeo sits among the men, drinking and laughing, but rarely joining in the joking and storytelling. While in command of the ship during the captain and first mate's off-times, he is a capable, respected leader.

Koresh, Master Gunner (8th-level fighter): AC 5 (Dex bonus, shield); MV 12; HD 8; hp 68; Str 18, Dex 18, Con 14, Int 15, Wis 14, Cha 8; #AT 3/2; Dmg 1d6+2 (short sword), 1d4+2 (dagger), 1d6+2 (club), 1d8 (long bow), 1d6+2 (spear), 2d4+2 (morning star); AL CN; THAC0 13

Koresh has seen many battles in his lifetime. His body is a testimony to his busy life, as it bears numerous scars. Koresh is in his late 20's, and is weathered-looking and ordinary except for his long, red hair. He is a master of the catapults and ballistae. A favorite pastime on the ship is challenging Koresh to tests of skill with a bow and arrow or dagger-throwing. Koresh is the undisputed champion to date.

Peregrine, Master Navigator (3rd-level fighter): AC 9 (shield); MV 12; HD 3; hp 26; Str 13, Dex 14, Con 12, Int 16, Wis 16, Cha 17; #AT 1; Dmg 1d6 (short sword), 1d4 (dagger), 1d6 (club), 1d8 (long bow), 1d6 (spear); AL NG; THAC0 18

Peregrine is intelligent and scholarly. He has excellent eyesight and is always the first to sight land if he is on deck. He also has an uncanny sense of knowing when the ship is off-course. Peregrine is thin but devastatingly handsome. He has brown eyes and hair. Peregrine laughs easily and thinks almost all jokes are funny, no matter how dumb they may be. While he is working, however, he is serious and attentive, checking all his calculations several times.

Thorvid, Master Carpenter (3rd-level fighter): AC 5 (Dex bonus, shield); MV 12; HD 3; hp 25; Str 18/60, Dex 19, Con 15, Int 12, Wis 10, Cha 9; #AT 1; Dmg 1d6+3 (short sword), 1d4+3 (dagger), 1d6+3 (club), 1d8 (long bow), 1d4+4 (war-hammer); AL NG; THAC0 18

Thorvid is as stocky and solid as an oak beam. He has a gravelly voice and his face is weathered like tree bark. He generally prefers woodworking and repairs to socializing, but he often tips a mug with his fellow crewmen.

Seadogs (eight 5th-level fighters): AC 6 (Dex bonus, shield); MV 12; HD 5; hp 40; Str 17, Dex 17, Con 15, Int 11, Wis 11, Cha 14; #AT 1; Dmg 1d6+1 (short sword), 1d4+1 (dagger), 1d6+1 (club), 1d8 (long bow), 1d6+1 (spear); AL N; THAC0 16

Sailors (16 4th-level fighters): AC 8 (Dex bonus, shield); MV 12; HD 4; hp 35; Str 17, Dex 15, Con 15, Int 11, Wis 10, Cha 13; #AT 1; Dmg 1d6+1 (short sword), 1d4+1 (dagger), 1d6+1 (club), 1d8 (long bow), 1d6+1 (spear); AL N; THAC0 17

Sailors (16 3rd-level fighters): AC 9 (shield); MV 12; HD 3; hp 22; Str 16, Dex 14, Con 12, Int 10, Wis 11, Cha 12; #AT 1; Dmg 1d6+1 (short sword), 1d4+1 (dagger), 1d6+1 (club), 1d8 (long bow), 1d6+1 (spear); AL CN; THAC0 18

Sailors (20 2nd-level fighters): AC 9 (shield); MV 12; HD 2; hp 14; Str 16, Dex 12, Con 11, Int 10, Wis 10, Cha 12; #AT 1; Dmg 1d6+1 (short sword), 1d4+1 (dagger), 1d6+1 (club), 1d8 (long bow); AL CG; THAC0 19

Sailors (20 1st-level fighters): AC 10; MV 12; HD 1; hp 6; Str 15, Dex 11, Con 11, Int 9, Wis 9, Cha 12; #AT 1; Dmg 1d6 (short sword), 1d4 (dagger), 1d6 (club), 1d8 (long bow); AL CG; THAC0 20

Chapter 2: OCEAN VOYAGE

The DM's first task is to transport his players to any city on a river or seacoast. The PCs must be in a location where they have easy access to a port capable of receiving large ships. If they are at a location on a river, the river should have a route that can carry them directly to the open sea within 24 hours.

Following are two choices for starting the adventure, depending on whether the PCs are in Ravenloft or in another campaign world. The DM should proceed with the appropriate beginning once the PCs are in a location that meets the above criteria.

PCs Outside of Ravenloft

The DM should arrange for the PCs to find the following work-for-hire notice in any pub, inn, or public message board. The DM should give the players Exhibit A from the packet at the center of this module. The message reads as follows:

Handsome Payment for Easy Work!
If ye are willing seagoers with strong stommicks seeking brief adventure, report to the good ship Endurance *berthed at the local docks. I require intrepid souls to fill out a crew for a hurried delivery voyage. Ye may return to this port or remain at the destinashun. Appear before sundown—we sail at dawn! No landlubbers need apply!*

If the PCs show no interest in responding to the notice, the DM should arrange for them to encounter several crew members at any public location. The PCs should overhear the crew discussing their next mission. They should hear that it is expected to be a quick, easy mission, and that the captain is desperate to find some temporary crew members quickly. The crew also remarks that they've heard the captain proclaiming to pay top dollar to any comers. Apparently, he is in a hurry to get underway. His cargo must make its destination in under one week or he'll lose half his fee.

If the PCs question the crew members, they learn very little. The crew knows nothing about the exact fee that the captain is offering. The only thing they know about the cargo is that it is something belonging to a wealthy merchant that must arrive in time for his daughter's wedding.

The crew can vouch for the captain and the ship. They have sailed many missions with Captain Garvyn and they trust him. The ship is large, sturdy, and in good repair. It has weathered many storms with hardly a scrape, and few of their crew have served aboard worthier vessels. The crew can provide a description and directions to the ship.

If the PCs still refuse to investigate this offer of work, the DM should introduce another form of persuasion, such as sudden trouble with the law (a case of mistaken identity will work well). This should be a sufficient threat to encourage the PCs to leave town quickly.

The *Endurance*

Read the following text as the PCs approach the docks in search of the ship.

> Although the docks bustle with their usual feverish activity, you have no trouble identifying the *Endurance* among the other ships. It is a large, handsome ship in excellent repair. Even untrained eyes can recognize that the ship has undergone frequent work to keep her in top shape.
>
> The *Endurance*'s three masts loom above as you approach. Even with the sails furled, you can tell from the exten-

sive rigging that the many sails must make this a fast ship. You see a dozen or more sailors busy making preparations on every part of the ship.

As you walk along the dock, one of the sailors notices your party and addresses you. "Hail, mateys!" he calls to you in a gravelly voice. "Are ye looking to sign on? I'll fetch the cap'n straightaway." He nimbly hops off his position and disappears below decks without waiting for your response.

Allow the PCs time to examine the exterior of the ship. Every detail is in perfect repair. Point out to the PCs that they notice no peeling paint, no frayed ropes, and no scratches in the paint around the ballistae. They notice a few scrapes and blemishes in the wood, but all have been expertly sanded and painted.

After a few minutes, a head appears above the rail and you are greeted by a tall, middle-aged man. He sizes you up as he calls to you, "Aye, an adventuring lot! Have ye a priest among ye?" He waits for your answer, then asks, "And have ye a wizard among ye?"

If the party has both a priest and a wizard, Garvyn grins broadly and drops a rope ladder, enthusiastically waving the PCs aboard. If the party is missing either a cleric or a wizard or both, he shrugs and then grins, saying, "Aye, ye'll suit with or without the spell-tossers. Climb up and we'll talk terms." He drops the rope ladder and waves the PCs aboard.

Garvyn leads the PCs to the sterncastle and takes a seat on a short barrel, motioning the PCs to do likewise on nearby barrels and coils of rope. The PCs find themselves in the company of a tall, lean man with a deep tan, salt-and-pepper hair and beard, and twinkling eyes as blue as the sea. He is nimble despite his age, and he strides along the deck with confidence.

Garvyn asks the PCs to tell him a little about themselves. He listens attentively with a smile, nodding in acknowledgement. When the PCs have completed their introductions, he states his terms.

"Ye can call me Cap'n or ye can call me Garvyn or ye can call me Cap'n Garvyn, it makes no matter to me. I'm in a hurry on this voyage," he begins. "I must make a delivery to a wealthy merchant in time for his daughter's weddin' in seven days. If the winds are even partly cooperative, we'll make it with little trouble. But I'm short on crew and I must leave at first light. I'm payin' well 'cuz I must get underway quick. After the delivery, ye can stay with me and return to this port, or ye can stay behind across the sea. I'll pay extra, of course, if ye make the return trip."

The DM should select a destination for Garvyn's ship that is appropriate for the campaign world. The journey should require approximately six days, with Garvyn allowing a day for poor weather.

The DM should also select a payment that is in line with the scheme of his campaign. It should be large enough, however, that the PCs feel that they are taking candy from a baby. A ship voyage of only seven days normally would not be considered high-paying work. A fee in the neighborhood of 400 gp per PC (650 if they return to this port) might be appropriate.

Garvyn is not concerned about the experience of the PCs. He simply needs extra hands who are willing to obey orders and pitch in at the direction of the sailors. Cooking and sewing skills are a plus, as are the skills of a wizard and priest.

If the PCs are reluctant to sign on, Garvyn ups the offer in a manner appropriate to the DM's campaign. This can be in the form of free passage to another location, a treasure map, a magical item that Gar-

vyn owns but doesn't understand or wish to mess with, or anything else that may catch the PCs' fancy. Garvyn insists that he must leave at first light if he is to make his delivery. He will do whatever is necessary to hire the hands he needs.

If the PCs inquire at any time about Garvyn's cargo, he explains that there are two chests locked in the hold. One contains nearly a hundred yards of fine fabric, much of it silk, and much of it woven with threads of real gold. The second chest contains an assortment of fine buttons, beads, sequins, and other trims, some of them gold and silver, some of them cut from semi-precious stones. The cargo belongs to a wealthy merchant who ordered the materials for his daughter's trousseau. For every day that the cargo is delivered late, Garvyn's payment is to be reduced by 15%.

If the PCs press the issue or ask to see the cargo at any time during the voyage, Garvyn amiably shows them to the secure cargo hold (area 6 on the Cargo Deck), unlocks a door with two locks, and points out two chests sitting alone in the small room. He explains that he does not have the keys to the chests, but he was shown their contents before the chests were loaded, a policy that he insists on when accepting valuable cargo.

When the PCs have agreed to accept the mission, Garvyn shakes hands heartily with each of them, then asks whether they need to collect their belongings or other supplies. He tells them that all their meals will be provided aboard ship, so they needn't worry about bringing food. However, if they must retrieve personal items, they should do so quickly and return to the ship in one hour. Garvyn wants everything stowed and prepared before sundown. The ship must sail at dawn if the voyage is to be successful.

Setting Sail

When the PCs are ready to board the ship, Garvyn gives them a tour and assigns them to cabins. He explains the manner in which meals are taken, and also that the cabins are to be quiet from midnight until dawn. (He can't afford to have tired seamen with so much at stake.)

Garvyn's first mate rouses the entire crew, including the PCs, approximately one hour before dawn. As the sun's rays begin to poke over the horizon, the *Endurance* silently slips from her berth and heads for the open sea. Continue with the "Open Sea" section.

PCs Currently in Ravenloft

If the PCs are already adventuring in Ravenloft, the DM should devise a reason for the PCs to need some type of long-distance transportation. This can include journeying to another part of the realm or trying to escape the realm entirely. The DM should then arrange for the PCs to have an encounter with a gypsy, preferably out in the wilderness or away from civilized areas. If this is not possible, the following description will need to be modified slightly.

> The path you follow turns in a long, sweeping curve, and as you round the bend you find yourselves at the edge of a small gypsy encampment. A small, brown-faced boy runs past you, then stops abruptly to look at you. He speaks suddenly, asking "Are you the people my grandmama is looking for?" He turns quickly and runs into the camp, shouting for his grandmama as loudly as his small body will allow.
>
> Moments later, a middle-aged woman wearing a long skirt and a red blouse appears outside one of the tents. "Very good, Vathan," she says, patting the boy on the head. "Now run along and play with Saul while I offer my help to these lost people." The little boy nods and runs off into the camp.

If the PCs protest that they are not lost, the gypsy only smiles a knowing smile and says, "You need not be wandering in a forest or searching in a city to be lost. There are as many ways to be lost as there are fish in the sea. You folks seem to have found many such fish."

> "What brings you to Vincenzia you know not. Such is the way of things in Ravenloft. Sometimes the gypsies know your minds before you know them yourselves.
>
> "Come, sit by the fire with Vincenzia. I will tell you what you need to know." She leads you past many brightly colored tents to a fire glowing with hot coals. In minutes, she has the fire stoked up to a blaze and offers you mugs of her "special recipe" cider. It smells strongly of apples, wood smoke, and fresh herbs and roots. She pours herself a large mug of cider and settles on the ground. Firelight reflects in her wide, brown eyes as she speaks to you.

If the PCs refuse the cider, the gypsy simply shrugs. There is nothing unusual about the cider; it is simply a blend of fruit and herbal flavorings. PCs drinking it suffer no unusual effects.

> The gypsy pulls her waist-length braid of black hair forward over her shoulder and looks at each of you, one at a time. Then she speaks. "Each of you bears your own burdens and fears, but for some of you, your burdens are lighter by being part of this group. Yet the group takes you away from resolving your own crises only to solve other problems and aid others. What does all this mean?

"You draw strength from your companionship. Do not let petty matters weaken your bonds.

"You seek many journeys, but there is one journey from which all others will follow. Even when you think you have strayed far off course, remember that Fate knows no straight lines. She leads you on the path she chooses, and few things in this world will change this.

"For now, Mistress Fate has led you to me, yet you know not why. Aye, you knew not that you sought me, but I knew it. I have a message for you."

Vincenzia explains to the PCs that they must seek passage on a tall sailing ship. The ship's captain is making preparations to embark on a journey, and it may lead where the PCs wish to go. For now, it is the path that fate has marked for them.

The gypsy tells the PCs where to find the ship (the DM must fill in this information, depending on the PCs' location in Ravenloft). She tells them that the captain is headed for the PCs' destination (whether this is inside or outside Ravenloft).

The woman tells the party all it needs to know to find the ship and its captain. She tells them that Captain Garvyn believes he has found the way out of Ravenloft (if that is what the PCs seek). She does not admit that she doubts the outcome of this voyage (she does not believe that the ship can escape the realm).

Vincenzia listens to the PCs' questions for no more than ten minutes. After this time, she shushes them, saying, "Enough! You will get nowhere if you only sit and ask an old gypsy questions. Be on your way—go find your passage that Fate has chosen."

Once the PCs turn their backs to the gypsy camp, the fog rolls in. If they should try to search for the camp, it has disappeared into the mists, and they have no chance of ever finding it again.

Locating the *Endurance*

The DM has the option to adventure the PCs across the landscape of Ravenloft, or he might simply allow the PCs to become lost in a fog bank, only to emerge at their destination. After journeying to the nearest port city in Ravenloft, the PCs find the ship exactly as it was described.

The *Endurance* is a fine, sturdy ship in good repair. It is damp from the mist, but otherwise appears more than seaworthy. The DM should refer to the description of the ship in the previous section to describe the vessel to the players.

You see a dozen or more sailors busy making preparations on every part of the ship. As you walk along the dock, one of the sailors notices your party and addresses you. "Hail, mateys!" he calls to you in a gravelly voice. "Are ye looking to sign on? I'll fetch the cap'n straightaway." He nimbly hops off his position and disappears below decks without waiting for your response.

After a few minutes, a head appears above the rail and you are greeted by a tall, middle-aged man. He sizes you up as he calls to you, "Aye, who seeks the captain of this fine vessel?"

Garvyn waits for the PCs' reply, mentioning that he was not expecting visitors. But seeing that the party has a mission, he invites them aboard.

Captain Garvyn grins and drops a rope ladder, enthusiastically waving the PCs aboard. "Climb up and we'll talk," he calls to you.

Garvyn leads the PCs to the sterncastle and takes a seat on a short barrel, motioning the PCs to do likewise on nearby barrels and coils of rope. The PCs find themselves in the company of a tall, lean man with a deep tan, salt-and-pepper hair

and beard, and twinkling eyes as blue as the sea. He is nimble despite his age, and he strides along the deck with confidence.

Garvyn asks the PCs to tell him a little about themselves. He listens attentively with a smile, nodding in acknowledgement. When the PCs have completed their introductions, he states his terms.

> "Ye can call me Cap'n or ye can call me Garvyn or ye can call me Cap'n Garvyn, it makes no matter to me. I'm in a hurry on this voyage," he begins. "I think I may have found a way to escape this cursed realm, and I admit I could use a few good men—and ladies—to fill out me crew. I can't promise ye anything, but I'm the best chance ye've got. I can pay ye a pittance for ye're services, but it'll be worth it to ye if we make good our escape. I sail at sunup—with or without ye. If ye plan to go, ye muss be on the ship 'fore sundown this evenin'."

If the PCs are trying to escape Ravenloft, the Captain reveals little about his plan, except that he believes he must be at a certain part of the ocean during the new moon, only a few days away. He explains that he has seen many signs and omens that led him to this discovery.

If the PCs inquire about Vincenzia, the gypsy, he says he knows nothing about her (he's telling the truth).

If the PCs are simply seeking passage to another part of Ravenloft and are not seeking to escape, Garvyn thinks about this for a few minutes, then agrees to ferry them there. He believes he can drop off the PCs (and make a few gold pieces in the process) and still make it to his destination.

The DM should determine an appropriate fee if they are asking Garvyn to transport them. The DM should also determine a modest payment for the PCs if they are serving as Garvyn's crew.

In theory, Garvyn is not lying about his plan to escape Ravenloft. He is rather certain about what will be required to escape. He must atone for his sins (see the description of Garvyn in the NPC section), and he needs the PCs' help to do so. Only after he has corrected his mistakes will he have a chance of escaping Ravenloft (and even then there is no guarantee).

The DM should allow the PCs to determine their next course of action. If they need to gather supplies before the voyage, they should be allowed to do so. The DM can assume that the PCs meet Garvyn late in the afternoon, giving them only a few hours to prepare. Continue with the "Setting Sail" section (on page 17) when the PCs board the ship.

Open Sea

From this point on, the adventure continues in the same way, regardless of whether the PCs began the adventure in Ravenloft or another location. When necessary, notes are included for the DM that will help to pick up either situation.

> After Brummett, the first mate, roused you and the entire crew an hour before dawn, final checks were made, the ship was freed of her moorings, and the *Endurance* slipped silently out of the harbor. With a fair sky and a brisk wind, it seemed perfect weather for Captain Garvyn's mission.

Once under sail, the first mate gives the PCs the option to return to their bunks or take the first shift on deck. Brummett is open to the PCs' preference of being scheduled together on one shift or being divided among the three deck shifts. He would prefer that any spellcasters be divided among the various shifts in order to make the best use of their abilities. He is fair and business-like, but he does not succumb to bullying of any kind. Although he tries to meet the PCs' prefer-

ences, he always holds the good of the ship uppermost in mind. If the PCs' wishes do not benefit the ship, he explains this politely but firmly and offers the PCs his best alternative.

Brummett also points out to the PCs that if they begin to feel nauseated, they had best make their way to the sterncastle. There, symptoms can run their course with the least amount of mess. Anyone vomiting should be sure to do so over the side of the ship.

The day passes uneventfully. The weather is clear, the wind is brisk, and the sun is warm. Observant PCs may observe numerous schools of fish in the water, flocks of sea gulls, and schools of porpoises and dolphins. The PCs are kept busy by Brummett, who assigns them to various tasks ranging from assisting the lookout to mending sails to helping in the galley. The strongest PCs are put to work manning the sails with the other sailors. The PCs, like the rest of the crew, work eight to ten hours, with the rest of the day left to them for rest and recreation.

Seasickness

On the first day out on the open sea, the DM should ask for Constitution checks from all PCs. Checks should be made once in the morning, once in the evening, and one hour after every meal. If a PC skips a meal for any reason, the check that would normally follow that meal is not required. A failed check means that a PC is overcome with motion sickness and suffers all that this implies.

Any PC making three consecutive successful checks does not get sick and need not make any further Constitution checks. This indicates that a PC has acclimated to the rocking of the ship and will not suffer from seasickness for the remainder of the adventure.

PCs who miss a Constitution check and become sick continue to roll Constitution checks until they make three successful consecutive checks. They are continuously sick until they do so. On the second day at sea and every subsequent day, checks are made one hour after every meal.

PCs suffering from seasickness suffer a −2 penalty to attack rolls and a −4 penalty to Dexterity checks. Armor Class is reduced by one point. Seasick wizards must roll successful Intelligence checks to successfully cast spells; a failed check indicates that the wizard is unable to complete the spell and it is lost. Seasick priests must roll Wisdom checks, with similar results. Seasick thieves suffer a 15% penalty to all abilities requiring Dexterity.

Healing spells and potions have no effect on seasickness.

Evening on the Ocean

After an uneventful but busy day, the PCs witness a beautiful sunset on the ocean. Shortly after sunset, a light fog rises off the surface of the water. The fog becomes more and more dense, and by midnight, the mists all but obscure the full moon. The wind dies down, but it maintains enough force to keep the ship slowly moving ahead. Read the following to the PCs.

> It is nearly midnight, and the scene before you is not recognizable as the ocean vista you enjoyed during daylight. The brilliant blue sky and water are gone, as if their colors had been erased. The blazing yellow sun, the whitecaps on the water, and the shrieking sea gulls are also gone. In their places, you see black water, grey fog, and a patch of bright fog that shields the moon. The wind is mild and the sloshing of the waves lulls you after your first hard day at sea. The whole scene, coupled with the fresh air and your busy day, makes you drowsy.

When your shift is over, even your lumpy bunks feel relaxing. Brummett informs you that someone will wake you when it is time for the next shift.

When the PCs are asleep, choose one of the PCs' rooms at random. In the wee hours of the morning, the PCs wake up to light knocking on their cabin door.

The knocking at your door is light but persistent. No matter how long you lie in your bunks, the knocking continues.

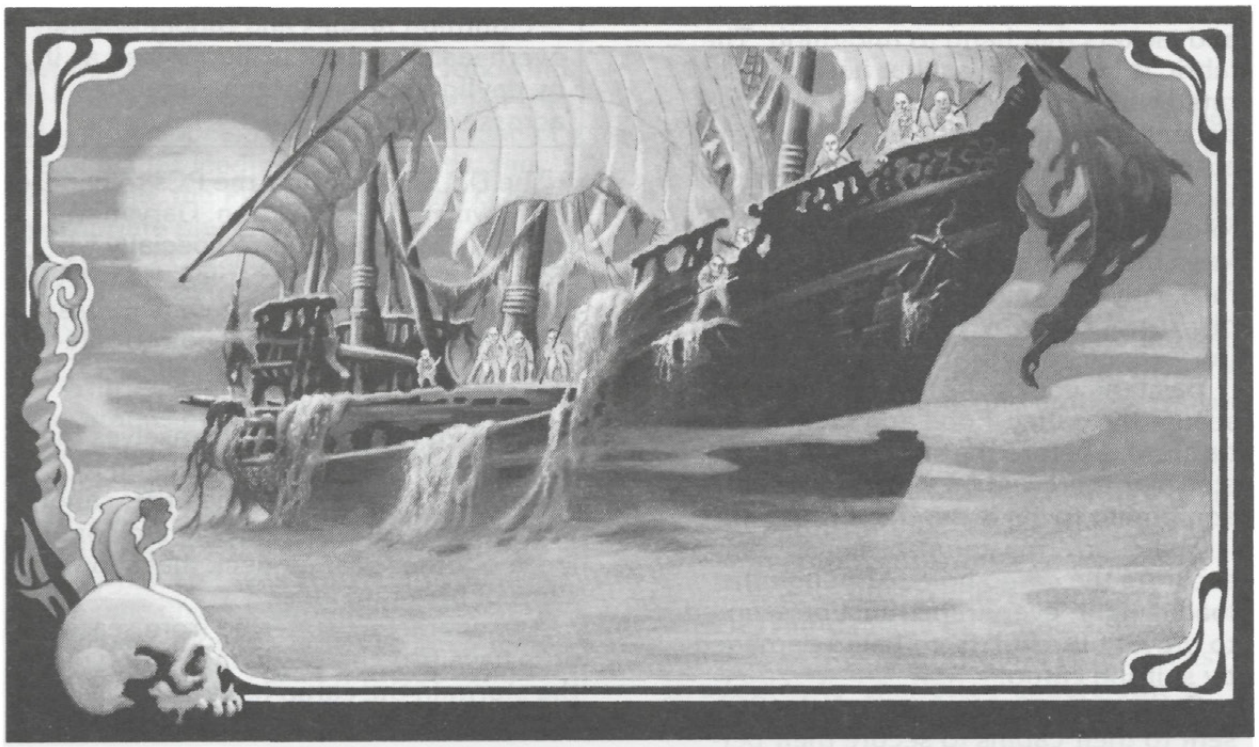
Outside the door, you find a confused-looking man. He is dressed in knee-length leather breeches, a loose-fitting white shirt, dark grey stockings, and low, black boots. You don't immediately recognize him as one of the crew, but you've just woken out of a sound sleep.

The man looks surprised when you open the door. Startled, he says, "Good evening, I'm Jacob. I'm sorry to bother you—I must have the wrong cabin. Please pardon the intrusion." He steps away from your cabin door, and slowly walks down the hallway and disappears up the ladder to the main deck.

If the PCs pursue Jacob up the ladder, they do not find him anywhere on the ship. A search of the entire ship (if the PCs go that far in the middle of the night) yields no sign of Jacob.

At one-hour intervals after Jacob's first visit, the remaining PCs' cabins are visited. The encounters are exactly the same as the encounter described here.

If the PCs inquire about Jacob in the morning, no one on the ship knows anything about him. A search of the ship turns up no clues to prove his existence.



Blustery Weather

On the second day of the voyage, the weather turns cooler and the sky threatens foul weather. The wind has increased, and the ship sails along at racing speed. The mist of the previous evening has melted away. The sea gulls are absent today, keeping to land in expectation of the impending storm.

The morning passes uneventfully, except for any investigation the PCs might undertake in search of their late-night visitor. The wind blows hard all morning, picking up intensity around noon.

Just after lunch, Captain Garvyn orders all the portholes secured and all the ballistae chained down. He also orders all the ballista hatches secured. Garvyn, Brummett, and the crew on duty don oilskins in preparation for the impending storm. The second mate shows the PCs where extra oilskins are stored and gets them outfitted for the storm.

The oilskins consist of baggy trousers and jackets that hang to mid-thigh. The fabric is heavy canvas that has been saturated with whale-oil to make it water repellent. The trousers tie at the waist and at the ankles to help keep water out. The jackets have long hoods that can be folded back for visibility or unrolled to keep the driving rain out of the wearer's face. Anyone wearing oilskins improves his Armor Class by 1 (for cutting or piercing weapons only).

Basil the cook asks two PCs to help him secure the galley. Food and utensils must be stowed before the ship is hit by the storm or there will be a mass of deadly equipment flying around the room.

The quartermaster also asks for help in securing the cargo hold. Although the load is light, everything must be secured to prevent the hull from being damaged by shifting cargo.

Once everything is secured, the PCs are sent to their cabins to secure their personal possessions. Everything must either be stored in chests or stowed into sacks and tied to the bunks.

Just as the last items are secured, the storm breaks.

The Storm's Fury

> Sheets of rain pound the deck, wash across the planks, and pour over the sides of the ship. Ropes and rigging strain as the ship tosses in the water. Captain Garvyn and two men struggle to maintain a hold on the wheel, pointing the ship into the crashing waves. You know that if the ship turns its side to the swells of water, it could capsize and go under in a matter of moments.
>
> Brummett and five sailors struggle to strike the last sail. Just as the sail comes down, a gust of wind blows the sail loose and it flows over the deck like a wet blanket. The men scramble to gather the sail and secure it.
>
> Lightning flashes and thunder roars overhead. The deck is illuminated as if by daylight as the lightning crackles across the sky.

The DM should allow the PCs to choose their own courses of action. Garvyn will order weaker characters, especially wizards, to retreat to their cabins. He will also order the women to their cabins. Unless the party has an especially powerful female fighter, Garvyn will not allow a woman on the deck in this weather.

Other PCs can occupy themselves by helping with the loose sail, helping to steer the ship, or joining the other sailors watching for sails that threaten to come loose or other gear on deck that shows signs of breaking loose.

Any characters suffering from seasickness have two choices: either riding out the storm in the cargo hold with a large bucket, or lashing themselves to the rail-

ing of the sterncastle. Characters choosing the latter option must have a companion to watch over them in case of an emergency.

The storm rages on for nearly two hours. Except for a few loose sails that are quickly tied down, the *Endurance* lives up to her name and weathers the storm well. The lightning and thunder subside and the storm improves to a heavy, steady rain.

The crew is rotated to allow each shift to rest. Everyone on deck has suffered 1d4 points of damage in bumps and bruises. The captain yields the wheel to the second mate and another sailor.

Supper is a cold meal due to the impracticality of cooking in rough weather. The captain and first mate see to crew rotations in order for everyone to be fed. The PCs are rotated in as necessary.

After the supper shifts have ended, the DM should choose the most compassionate PC to have a ghostly encounter.

Ghostly Visitor

The PC who experiences the following encounter should be alone when the ghost appears. This can be in one of the passages leading to the cabins, the cargo hold, the PC's cabin, or any other appropriate place. The encounter can occur as the PC walks down the passageway, or the PC might respond to a knock on the cabin door.

> A little girl, no more than nine years old, stands before you. She is dressed in a white ruffled nightdress with a matching cap. Long, curly red hair spills down her shoulders. Her blue eyes are swollen with tears, and she sobs when she sees you. "Can you help me?" she chokes through the sobs. "I've lost Clara, my doll. I've been looking all over, but I can't find her." The little girl shudders and you realize that she must be half-frozen with the chill from the storm. She reaches for your hand and her fingers are ice-cold.

The PC should be allowed to help the little girl in any manner that seems appropriate. The most probable action would be taking the girl to a cabin and fetching a blanket for her. If the PC converses with the girl, she gives this information.

The little girl is named Charlotte. She says that she is on the ship by herself and is returning home after a visit to her grandmother. If the PC asks why he did not notice her before, Charlotte simply replies that grown-ups don't always notice children. Her father always says that children should be seen and not heard. Besides, Charlotte has stayed in her cabin most of the trip because the sailors sometimes frighten her. She prefers to keep to her cabin and play with her dolls. The cook has kept an eye on her and brings meals to her cabin.

Hidden Cabin

If the PC suggests that they look for her doll, Charlotte leads the way to the cargo deck and to a locked door. The door seems to blend in with the woodwork, and although the PC has probably seen this part of the ship before, this door was never noticed.

Opening the lock with a key around her neck, Charlotte opens the door to reveal a small cabin. The bunk and footlockers are the same as in the other cabins, but two large trunks occupy one wall of the cabin. One trunk is partly empty, and it is easy to guess that it contained the blankets and white quilt that cover the bed. The other trunk is a steamer trunk, filled with dresses hung neatly on hangers. The drawers in the trunk contain doll clothes in addition to Charlotte's underclothes, bedclothes, and shoes.

If the PC helps Charlotte search the room for her doll, Clara is found buried between the blankets on the bed. Once Clara has been recovered, Charlotte hugs her tightly and also gives the PC a hug and a kiss. Charlotte then asks shyly if the PC would mind tucking her into bed. Shortly after being tucked in, Charlotte is fast asleep.

This is the last the PC will see of Charlotte for a while. On the next visit to the cargo hold, the room occupied by Charlotte is gone; the area is part of the secure hold. There is absolutely no sign of Charlotte, her doll, or her belongings.

Unanswered Questions

The space marked "Special" on the map of the cargo deck is the room where Charlotte's cabin appears. Except for this encounter, the whole area makes up the secure hold. When the PC accompanies Charlotte to her cabin, there appears to be a wall dividing the secure hold into two rooms: Charlotte's room and the secure hold. At no other time is there any sign of Charlotte's room. From this point on, throughout the rest of the adventure, the secure hold is always considerably colder than the rest of the ship, regardless of the weather.

None of the sailors knows anything about Charlotte. If questioned, they all claim that the PC is either a "wee bit daft," suffering from seasickness, or has succumbed to too much rum.

If Garvyn is questioned, he claims the same answers as the sailors and says he knows nothing about Charlotte or her strange cabin. PCs rolling successful Wisdom checks notice, however, that Garvyn is not telling the truth. He knows far more about Charlotte than he is letting on. If the PCs attempt to use *ESP* or similar spells to learn about Garvyn's secret, they learn only that Garvyn deeply regrets an event that involves Charlotte, for some indeterminable reason.

If the PCs should attempt to use *ESP* or similar spells while asking questions about Jacob (the other mysterious visitor), they sense the same feeling of regret in Garvyn. The captain has been hiding these feelings for a long time, however, and he is subconsciously able to mask his emotions about these matters.

No matter what the PCs do to learn more about Charlotte or Jacob, they find out nothing.

Day Three—All at Sea

> The morning following the stormy night is unusually calm. The air is heavy and damp, and a light mist hovers about one foot over the surface of the water. The sails hang limp. Ugly gray clouds obscure the sun, bathing everything in a filtered, dingy light. As the ship drifts, all on board sense a feeling of helplessness in the midst of the vast, dark ocean. Not even the cry of sea gulls is heard to break the monotony of the nothingness on the sea.
>
> Captain Garvyn orders the anchor dropped, as the drift of the waves would take the ship far off course. It is safer to hold position and wait for the winds to return.
>
> As the morning passes, the fog thickens, first rising to the level of the portholes, then to the level of the ballista ports, finally to the rail of the ship. By noon, the flag at the top of the mainmast is obscured in the mist.

This is an excellent opportunity for the DM to spook the PCs. In a thick fog such as this, sound carries unusually far. The murmur of far-off birds, the slapping of waves against the ship, the whine of wet ropes rubbing against each other, and the creak of wooden planks on the ship can all prove to be effective scare tactics. PCs

might think that they hear their names, the names of their companions, or various threats murmured in the breeze. With a little effort, the PCs should be jumping at every little sound.

Unwelcome Guests

Around mid-afternoon, the *Endurance* is visited by another ship. Because of the fog, the ship is not spotted until it is only 40 yards from the *Endurance.*

Any PCs on deck should be allowed a Wisdom check to notice the approaching ship. Regardless of whether the PCs notice it, the lookout in the crow's nest sees the ship and calls out as soon as it is 40 yards from the *Endurance.*

> Through the dense mist, a dark shape materializes and looms near. You recognize it as another sailing vessel, but this ship has obviously led a long and deadly life. The hull displays huge, gaping holes, yet water passes through the gaps without filling the breached hold. The rigging and sails hang in limp, tangled shreds, yet the ship moves forward quickly despite the lack of wind. The decks and hull show signs of rot, and you can guess that the wood is worm-eaten as well. If the ship was ever painted, there is no sign of it now—the color long ago peeled and flaked away. The masts creak and sway, looking fragile and rotted.
>
> The vessel's crew begin to appear on deck, first ten, then sixteen, then two dozen sailors doomed to this Sargasso Sea in their unlife. All are dressed in rags that are barely recognizable as the dress of choice of pirates. They resemble humans, but their flesh is decaying right on their bodies. Where fingernails once were, long claws jut from grimy digits. Sharp fangs fill their rotting mouths. Most ghasts clutch rusty sabres, cutlasses, scimitars, or long swords. As the ship nears, you can make out her name burned into the bow: *Eternal Torture.*

The attacking ship draws near in a shearing attempt, paying no heed to potential injury to itself. With the anchor down and no wind, the *Endurance* has no chance of maneuvering out of the way. She takes the full brunt of the blow. A sickening sound of wood scraping wood fills the damp air. All persons on the ship must roll successful Dexterity checks or be shaken off their feet unless some object (such as the rail or the wheel) is available to serve as a brace.

The *Endurance* survives the ram with little more than cosmetic damage. Since the attacking ship is in the advanced stages of decay, its impact is reduced considerably by its flimsy condition.

As soon as the *Eternal Torture* makes contact, her sailors begin boarding the *Endurance.*

Ghasts (24): AC 4; MV 15; HD 4; hp 30 (x6), 26 (x6), 23 (x6), 20 (x6); #AT 3; Dmg 1d4/1d4/1d8; SA persons within ten feet must roll a successful saving throw vs. poison or be overcome by carrion stench and suffer nausea—those so affected suffer −2 penalty to attack rolls; paralysis touch lasting 1d6+4 rounds; SD immune to *sleep* and *charm* spells; AL CE; XP 650 each; THAC0 17

Due to their bloodthirsty tendencies in life, these ghasts have maintained the ability to fight with weapons (sabre, cutlass, scimitar, and long sword). However, these attacks are made at THAC0 19 and inflict only 1d4 points of damage. The ghasts may exchange one claw attack for a weapon attack.

The DM should use the deck plans for the *Endurance* for the ghasts' ship, with the exception that the *Eternal Torture* has

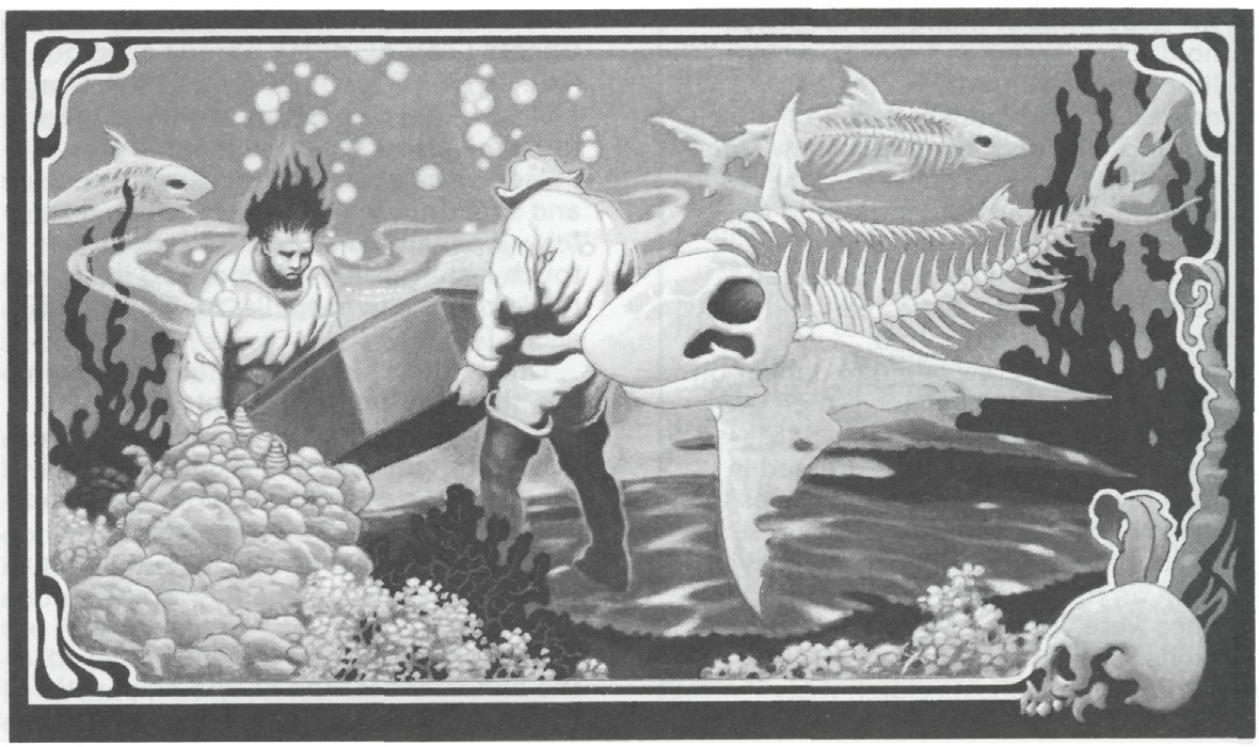
no cargo deck. Any sailors or PCs attempting to board the *Eternal Torture* must roll a successful Dexterity check every round to avoid falling through the rotting deck. A character falling through the deck suffers 1d6 points of damage and has a 50% chance of falling through the deck below. Falling through the lower deck causes 1d6 additional points of damage and dumps the character into bilge water at the bottom of the ship. Due to the holes in the hull, the character can either hang on in the bottom of the ship or swim out the holes and into open water.

The *Eternal Torture* has no treasure. PCs boarding the ship to search it are subject to falling through the decks. All materials on the ship suffer from rot, mildew, mold, and decay. There is nothing of value on the ship.

If all the ghasts are killed, the *Eternal Torture* floats silently away into the mists. Despite any damage the ship may suffer, it does not sink. If the PCs should attempt to set it on fire, they find the task impossible since the wood is so waterlogged and rotted.

The crew of the *Endurance* is notably shaken after this encounter. They are all jumpy and nervous for the remainder of the day. This is a good opportunity for the DM to add some color to the adventure. Spooked sailors are likely to begin telling every ghost story they have ever heard. There are as many ghost stories told by the nervous crew as the DM cares to tell.

If the stories begin to get out of hand and cause the crew to function poorly, Garvyn appears and scolds the crew and PCs for their childish behavior. He tells them to stop telling stories immediately and pursue some more constructive pastime. Although he maintains a light tone of voice, he is also visibly shaken. He looks over the bow of the ship, shakes his head, then retreats to his cabin alone, after telling Brummett to take charge of the ship.



Through the Mists

The ship continues to hold position for the rest of the day and the night. The wind does not return until the wee hours of the morning. The mist holds, sometimes swirling thickly around the ship, and sometimes thinning out to allow visibility of roughly 50 yards.

The PCs are likely off duty during this time. Since the ship is not under sail, few crew are needed. Several crewmen rotate shifts as lookouts on deck and in the crow's nests. The PCs may rotate in as lookouts if they desire or if many crewmen were killed in the ghast raid.

Man Overboard!

> Shortly before the dinner hour, you hear a cry from one of the lookouts on deck. "Man overboard, starboard bow! Man overboard!"
>
> On deck, there is a flurry of activity as ropes are tossed to the floundering crewman. It is difficult to see him through the mists, but his cries for help and splashing pinpoint his location. Then suddenly, all is silent. The only sound is the sloshing of waves against the hull. Calls to the fallen crewman bring no response.

If there is to be any hope of retrieving the drowning crewman, someone needs to jump. The sailor is unconscious; he will float in his current position for three rounds before he begins to sink. If a rope is tied around a PC or crewman who jumps overboard, there is no danger of losing that person. Crewmen yield to any PC who volunteers to jump into the water.

There is a cumulative 25% chance of saving the drowning sailor for each PC or crewman who jumps in the water, to a maximum of 95%. PCs with the swimming proficiency have no difficulty in the water. PCs without the swimming proficiency must roll a successful Dexterity check (against ½ their normal Dexterity score).

Each PC in the water must also roll a successful Wisdom check to notice an unusual change in the ship. The name *Endurance* that was formerly painted on both sides of the bow has been replaced by blood-red, dripping letters that read, "*Ship of Horrors.*"

When the rescuers make their way back onto the ship, a strange change has taken place. The once-fine ship now shows evidence of neglect and decay. The rigging is frayed, worn, and dripping with damp spanish moss. The sails are stained grey and brownish. Nearly every square inch of paint has been stripped from the wooden trim, and the beautiful figurehead has been replaced with the visage of a weeping hag.

Most of the crewmen are as horror-stricken as the PCs over the sudden change in the ship. A few, however, shake their heads or choke back tears. They have made voyages with Captain Garvyn in the past, and they have witnessed this terrifying phenomenon before. On every voyage, they hope that the change will not occur, but as yet they have not been able to escape it.

The few crewmen who are familiar with this metamorphosis explain that the change always occurs after hours of drifting in dense fog. They have no idea, however, what causes this change or how it can be avoided.

Captain Garvyn disappears to his cabin through the course of these events. He does not speak to anyone, demanding that would-be visitors go away and leave him in peace.

If the PCs question the crewmen who have made voyages on the *Endurance* before, one of them, Hugo, is able to provide further information. He believes that Garvyn and the ship have been cursed in

some way to travel the lands of free men and then be pulled back into a realm of curses and terror. Hugo notes that Garvyn never leaves the ship, even when it is in port. If he needs supplies, he always makes a list and asks one of the crew to shop for him.

None of the crewmen knows any more about the situation.

A Sober Evening

The events of the day have cast a gloom over the ship. If any crewmen were lost in the ghast attack, or if the crewman who fell overboard was not recovered, the mood is that much worse. There is none of the usual singing or joking among the crew. After supper, most return to their cabins to pass a silent evening.

Charlotte's Return

Approximately three hours after supper, Charlotte makes another appearance. This visit resembles her first visit in every way, except that any PCs who wish to accompany Charlotte to her room may do so.

Following Charlotte's subsequent disappearance, the DM (via one of the sailors or the suggestion of an Intelligence check) should encourage the PCs to search the hold where Charlotte's cabin appeared. Any character successfully rolling to detect secret doors finds a clue. Wedged between two planks in the floor is a small necklace. From its size, it is easy to judge that it belonged to a child. The necklace is a fine silver chain with a small pendant of a garland of roses wrapped around a heart. On the back are engraved the initials *CMR*. It should be easy to deduce that the pendant belongs to Charlotte, but the nature of its appearance is a mystery.

Ghostly Clues

Shortly after midnight, everyone on the ship is awakened by a terrible howling and wailing.

> As you slumber peacefully, lulled by the gentle rocking of ship, all is silent in the vast ocean. Then suddenly, you are bolt upright in your bunk, a cold sweat breaking on the back of your neck. Your heart pounds and adrenalin floods your veins as you become aware of your surroundings. A horrible shrieking and wailing fills the air, causing every plank of the ship to vibrate. Never in your life have you heard such an unearthly caterwauling.
>
> You begin to hear the sounds of the crewmen stirring from their bunks and entering the passageways on your deck. Some of the voices are frightened, while others call for weapons against an attack.

PCs entering the corridor are met by scurrying sailors, some clutching weapons, others wearing terrified looks, all trying to determine the source of the wailing. Several sailors, including Brummett, race up the ladder to the deck. A few others charge down into the cargo hold. The shrieking never stops, growing louder and softer in an uneven rhythm, but always causing the vibration of every plank and bolt in the ship. Captain Garvyn does not make an appearance throughout the events that follow.

The wailing is caused by an apparition of a woman. She is approximately 25 years old, with long blonde hair and a beautiful face. She is dressed in a pink flannel nightgown and she clutches a baby's blanket, cradling it in her arms, but she holds no child. Her face is puffy and swollen and she looks exhausted.

The woman cries, sobs, and shrieks, calling out, "Oh, child, you shall never

HANDSUM PAYMENT FOR EZEE WORK!!

If ye R willing sea-goers with strong stommicks seeking brief adventur, reeport to tha good ship Endurance berthed at tha lokal doks. I reekwire intrepid soles to fill out a crew for a herried deelivere voyage. Ye may reetern to this port or reemane at tha destinashun. Appeer befour sundown-we sail at dawn! No landlubbers need apply!

Exhibit A

Exhibit B

Febrewary 1. I hav struk a new deel with a strange and kweer family living on Braben Island. Something is mysterious and creepy about them, but they offer fine payment for a simple deelivere. They tells me the destinashun of their island is not whit I thought for bringing they dead to and marshy and dirty not allow for any digging, much less burial. Part of the island has cliffs, so the story makes no sense, but they pay well, so I don't argew.

Febrewary 2. Such seas I hav never sailed! The journey from Braben Island to the isle they call Tarshin is the most treach'rous, boiling sea I hav ever travelled! Many of my seamen quit their duties at the rail to relieve they stommicks. I thought often we would be dashed on the rocks of that blasted place, but thank the gods, the waters calmed enuf 50 yards from shore. Me men dropped off our cargo at the appointed place, but they were so spooked they hustled back to the ship with their tails between they legs.

March 29 - Another ship to dreaded Todstein. If the pay wuz not so high, I wood not take these jobs. Today we carry a yung man named Jacob.

March 30 - Me crew is spooked outta they wits. They fear the Waters we travel, and they talk now of sea monsters. The sky is terrible black and I fear a storm.
We be set upon by a feerce storm. We must turn the ship around or be sent to our Watery graves. Me men be spooked by our cargo. We bury him at sea so we can save ourselves.

May 20 - another delivery for the Braken family. This time, a woman named Madeline. Next time, I tell the Brakens I don't wanna know who I be carryin.

May 21 - Me crew again is spooked. They threaten me if we make landfall on the isle. I will not lose me ship or me crew to that treacheris place. We burry the woman at sea.

Exhibit D

August 13. I waited 2 months before another deliverys. I hopes me crew is calm this time. This time, I don't know who I carry, and that's better with me.
The family don't know about the bodies that was lost. Mebbe they don't know if more be lost. I try to deliver this one proper.

August 14. Me crew is nervius. I have me money. We approach the island in rough seas then the waters calm some yards off shore. Me men refuzes to leeve the ship. I carry the body to the beach and leave it on the rocks. I never set foot on that isle again.

September 19 Another delivery for the Brakens. Seems like many o' they die. I don't ask kwestions. I don't look at they dead. I have me money.

September 20. Saints and gods have mercy on me sole! I has dumped another body. Too late, the shroud pulled loose and as it hit the water me eyes it be a childe. A lovely childe with long red locks. The gods will never forgive me. I go to Braken Island no more.

Exhibit C

Lebendtod

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Any
ACTIVITY CYCLE:	Any (usually day)
DIET:	Carnivore
INTELLIGENCE:	Very (11-12) to Highly (13-14)
TREASURE:	Z (per 10 individuals)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-250
ARMOR CLASS:	8
MOVEMENT:	12
HIT DICE:	1 per 10 years of age
THAC0:	15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1d6/1d6/1d8 or by weapon
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Immune to *sleep, hold, charm*
MAGIC RESISTANCE:	Nil
SIZE:	M (4-7' tall)
MORALE:	Elite (13-14)
XP VALUE:	Special

The lebendtod are a greatly feared form of undead, once believed to exist only in rare and isolated instances. Reports of them have increased suddenly, however, and many experts now fear that the lebendtod are more common and widespread than previously believed. The ability of the lebendtod to mask their true nature has apparently kept their existence secret for decades, perhaps centuries.

Lebendtod exist as they did in life. They maintain family units, occupations, and skilled trades. They continue their lifestyles they did before, except that they are at the beck and call of the necromancer who created them (or their "ancestor"). If the necromancer is killed and becomes a form of undead, they continue to serve him. If the necromancer dies normally, they switch their loyalty to the first powerful mage who declares himself their leader.

Entire villages of lebendtod have been reported, since the lebendtod can continue to exist normally for years and decades. Lebendtod have the ability to hide their undead nature. Twice per day, they can will themselves to resemble their former selves before their death. This change lasts until the lebendtod chooses to cancel it or until the lebendtod is struck by a magical weapon or spell. When this occurs, the lebendtod is instantly transformed to his or her undead appearance (similar to that of a ghast), to the shock and horror of all who witness the change.

The first lebendtod were created by a powerful necromancer. Thrilled with his new servants, he gave his creations the ability to turn their victims into lebendtod in order to propagate the "species." Any lebendtod can create another lebendtod by killing a victim and breathing into its mouth as the victim breathes its last breath. The victim must then be isolated and left undisturbed for 72 hours. If these conditions are met, the victim awakens as a lebendtod. If the body is disturbed any time before 72 hours have elapsed, the victim awakens as a ghast. If the victim breathes its last breath before the lebendtod can breathe into the victim, the victim dies normally. Only a *wish* spell can restore a lebendtod to normal life.

Combat: Lebendtod can attack with claw/claw/bite or with a weapon they wielded in life. Damage is normal for the type of weapon used, but the lebendtod receive no Strength bonuses.

Lebendtod also have the ability to detach and reattach their limbs and head at will. They sometimes do this to frighten their enemies, sometimes to use the severed part as a weapon, and sometimes to remove a severely damaged limb. Rumors exist of evil wizards disassembling lebendtod, packing them in crates, and shipping them into a city or castle, where the lebendtod reassemble themselves and attack the inhabitants.

Lebendtod are immune to *sleep, hold,* and *charm* spells. Cold-based attacks slow lebendtod for 2d4 rounds. Lebendtod suffer half damage from normal weapons and full damage from magical weapons.

Habitat/Society: Lebendtod maintain the lifestyles they followed in life. They age extremely slowly, appearing to age only one year per decade. A lebendtod gains 1 Hit Die per 10 years of actual age. Thus, a person who dies at age 30 then lives 50 years as a lebendtod will appear to be 35 years old. Lebendtod do not gain Hit Dice beyond 100 years of age.

Lebendtod retain the skills and abilities they had in life, but with reduced effectiveness. A person who becomes a lebendtod subtracts 2 points from all ability scores and his level of ability is cut in half. Thus, a 10th-level fighter whose ability scores are all 15 becomes a 5th-level fighter whose ability scores are all 13, when he is transformed into a lebendtod. The character's experience points are reduced to the halfway point between his new level and the next level (e.g., 24,000 XP for the fighter discussed above). The character can continue to advance in levels but needs double the normal number of experience points to do so.

Ecology: Lebendtod can be created by high-level wizards or by the lebendtod themselves. They do not reproduce in the manner of living demihumans.

Note: Due to the potential variety of Hit Dice and abilities of the lebendtod, the DM must determine experience points individually using Tables 31 and 32 in the *DMG.*

Snow Golem

CLIMATE/TERRAIN:	Arctic
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-24
SPECIAL ATTACKS:	*Cone of cold*
SPECIAL DEFENSES:	Immune to cold- and water-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	L (11' tall)
MORALE:	Fearless (19-20)
XP VALUE:	6,000

A snow golem is a weak version of a greater golem. It is created in the same manner as any other golem (described below). It can be sculpted in any appearance of the creator's choosing, and usually is portrayed wearing armor and a helmet. It never carries a weapon and does not have the power of speech. Although it is the same size as other golems, it is considerably lighter because it is created from snow.

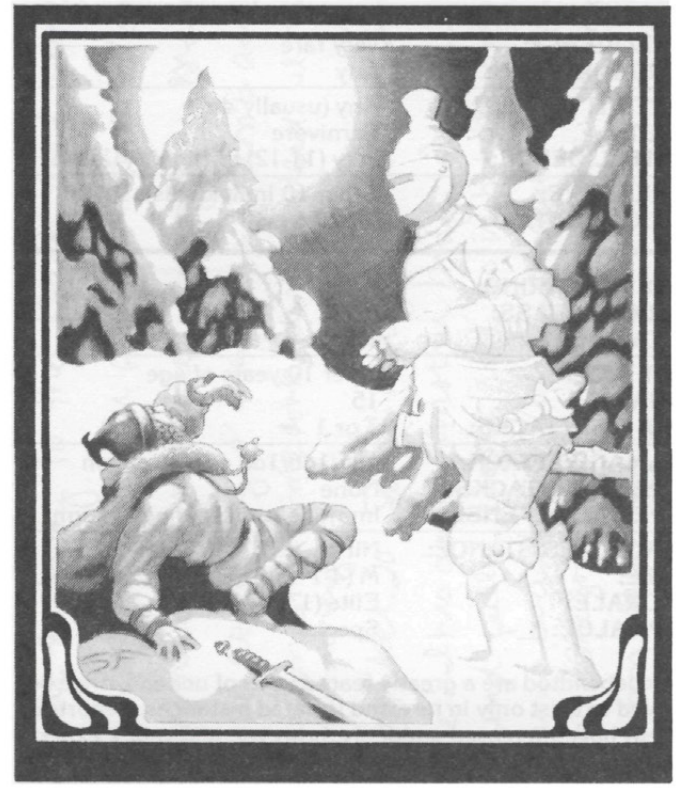
Combat: Snow golems conform to the strategies of other golems listed in the *Monstrous Compendium*, with the addenda that follow. Snow golems have a Strength of 19 for purposes of lifting, throwing, or smashing objects. Snow golems are immune to all water-based and cold-based attacks. They regain 1 hit point for every die of damage that a water- or cold-based attack would have caused.

If a snow golem is touching any creature when it is struck by an electrical attack, the current flows through the golem and into the captive creature. The golem suffers no damage from the attack; his captive suffers full damage. If the golem is not in contact with another creature when struck by an electrical attack, it suffers damage normally.

Snow golems can be struck only by magical weapons. They suffer the effects of fire attacks as if they were 12-HD human fighters (including saving throws).

The snow golem is able to breathe a cone of cold once every five rounds as if it were a 10th-level mage.

Transmute stone to snow slows the snow golem for 2d6 rounds.

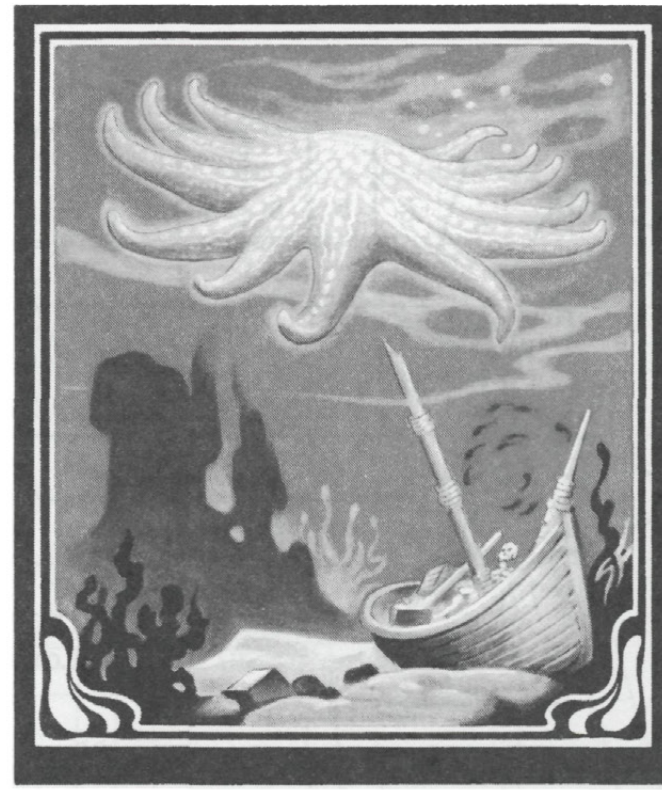


Habitat/Society: Snow golems are automatons capable of following a few simple commands. They cannot think on their own and are under the complete control of their master. They have no society and do not breathe, eat, or sleep.

Ecology: Only a wizard of at least 15th level can create a snow golem. The body may be sculpted of snow and then turned to stone by use of a *transmute snow to stone* spell, or a block of snow may be turned to stone via the spell and then the body sculpted. If the body is sculpted of snow, the sculpting takes about four weeks. If the body is sculpted of stone transmuted from snow, the process takes six weeks. The resulting body weighs about 600 pounds. Materials and spell components for creating the golem cost 45,000 gold pieces. Required spells are *transmute snow to stone, wish, polymorph any object, cone of cold,* and *permanency.*

Starfish, Giant

CLIMATE/TERRAIN:	Any saltwater
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Z
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	6, Sw 30
HIT DICE:	11 or 13
THAC0:	9 or 7
NO. OF ATTACKS:	1-10 or 1-12
DAMAGE/ATTACK:	1-10 per ray
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Half damage from blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	G (20-75' across)
MORALE:	Steady (11-12)
XP VALUE:	2,000



The giant starfish is a cousin of the normal, ocean-dwelling starfish. It has a central body with ten or 12 rays radiating from the center, the undersides of which are covered with sticky suckers. Giant starfish have been reported in a wide variety of colors but seem to be limited to tan, orange, yellow, pink, and red, ranging from pale pastel hues to vibrant, almost glowing colors.

Giant starfish have been sighted in all the large oceans of Oerth, Krynn, Toril, and Ravenloft, as well as in many other worlds. A freshwater variety of giant starfish is rumored to inhabit large inland lakes on many worlds.

Combat: Upon sighting a ship, a giant starfish maneuvers itself to approach the ship from the bottom. The typically streamlined bottom surfaces of ships allow the starfish an acceptable surface to grapple and a relatively concealed approach. If necessary, a starfish will follow a ship for miles or maneuver hundreds of yards out of the path of the ship in order to gain a satisfactory approach trajectory. Once in position, the starfish approaches at maximum speed. As it closes, it assumes attack position and attempts to hit the ship.

If the attack is successful, the starfish has grappled the ship. There is a 50% chance that this grappling attack results in extreme damage to the ship as follows (roll 1d6): 1 = hole in deck, 2 = hole in hull above water line, 3 = hole in hull below water line, 4 = mast breaks (choose randomly), 5 = ship shaken (anyone not sitting or tied down must roll a successful Dexterity check or be thrown to the deck), 6 = 1d4 crew knocked overboard.

Once a starfish has successfully grappled the ship, it attempts to pry open the hull in search of food (any creatures) inside. The starfish begins to tear at the hull with all its rays. The DM should record the damage inflicted by each ray; any ray inflicting cumulative damage of 20 points causes a result from the above list (roll 1d6 again).

The starfish's rubbery rays suffer normal damage from all attacks except blunt weapons, from which it suffers only half damage. Starfish with ten rays have 11 HD and starfish with 12 rays have 13 HD—one HD per ray and another for the center. When rolling hit points for a starfish, the DM should record separately the number of hit points for each ray and the center. If a character declares that he is attempting to chop off a ray and has an appropriate slashing weapon (attacks from arrows or blunt weapons cannot sever a ray), the ray should be considered severed once it has lost all its hit points. If attacks are made randomly, they strike the center and rays randomly. If a ray loses all its hit points to attacks that do not sever it, that ray is considered dead—it hangs limp and can no longer attack.

A ten-ray starfish retreats if four of its rays are severed. A 12-ray starfish retreats if five of its rays are severed.

When the starfish retreats, it attempts to carry meals away with it. The starfish can carry one victim per still-functioning ray.

In addition to hull attacks, starfish are likely to choose to attack persons on deck. A starfish will sometimes approach a ship without attacking, instead attempting to grab as many persons as possible and retreating with its catch.

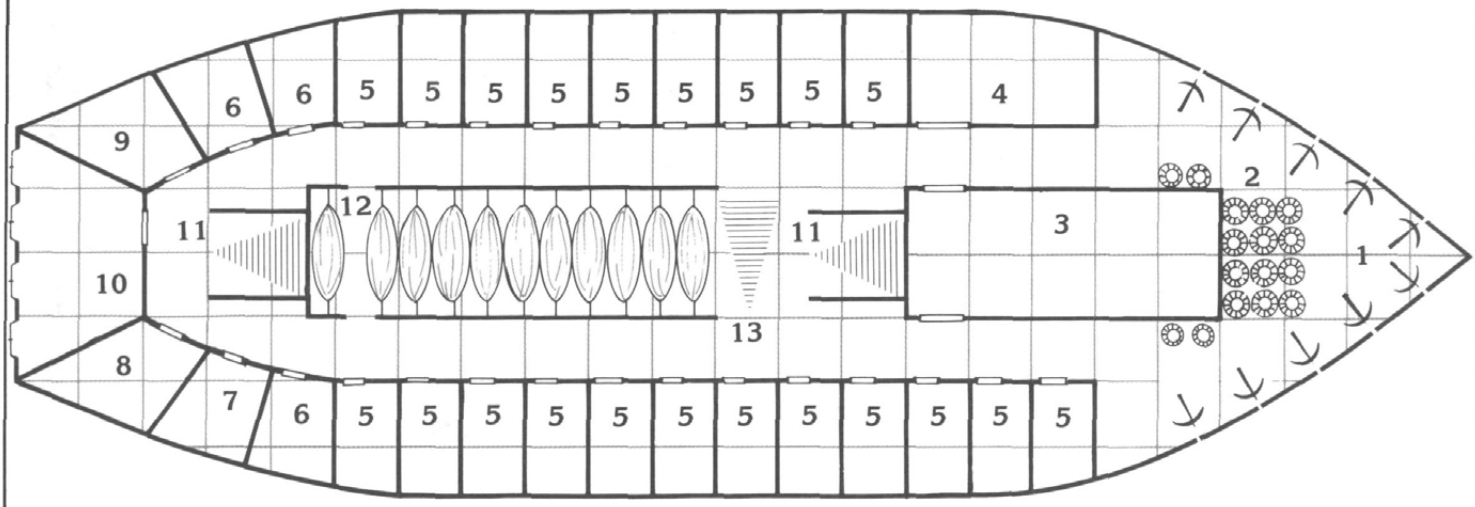
Habitat/Society: Starfish wander the oceans in search of meals. They eat a variety of life forms, but they have learned that passing ships are almost always portable buffet tables holding a pleasing selection of tidbits. Ships, they have learned, almost always guarantee a meal and are worth the effort to capture. Starfish prefer ship-grazing to other hunting methods.

Giant starfish make their lairs in large caves and underwater trenches, storing any treasure or extra food in crevices and niches. Other underwater creatures tend to avoid these lairs, since giant starfish are efficient eating machines.

Ecology: Giant starfish exist in a manner similar to their smaller waterborne cousins. Ten- and 12-ray starfish never cross-breed. Rays that are lost are regenerated in 1d4 months. Other injuries heal normally.

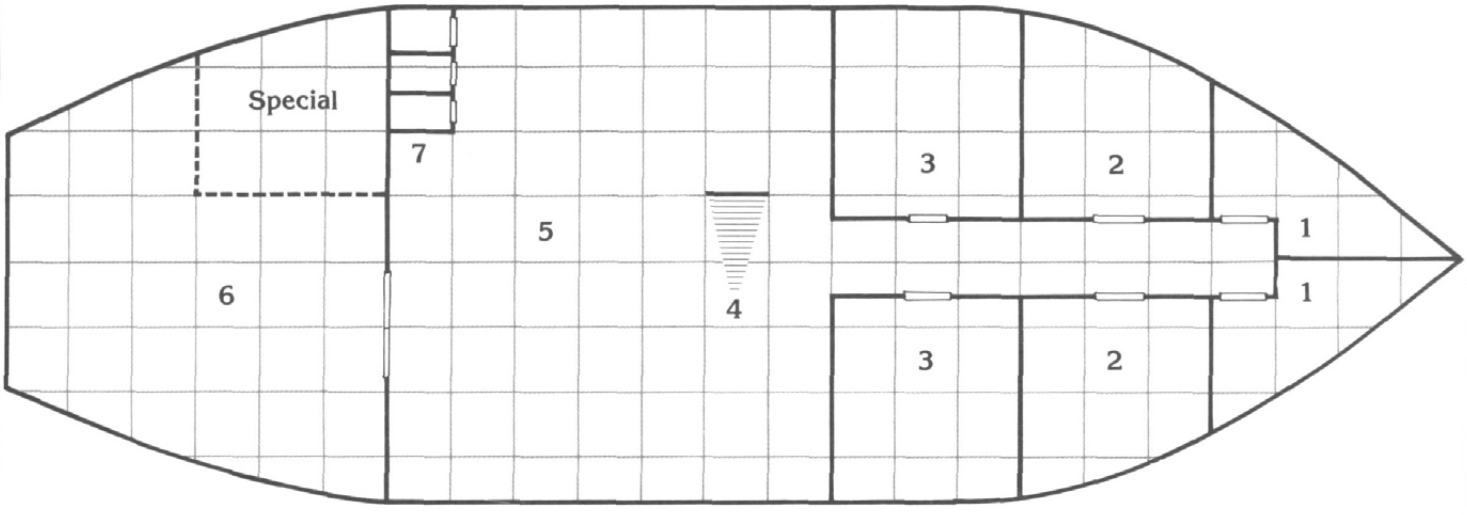
The *Endurance*—Lower Decks

1 Ballistae
2 Quivers
3 Mess Hall
4 Galley
5 Cabins
6 Guest Cabins
7 Second Mate's Cabin
8 Master Gunner's Cabin
9 First Mate's Cabin
10 Captain's Cabin
11 Ladderways to Main Deck
12 Hammocks
13 Ladderway to Cargo Hold



Lower Deck

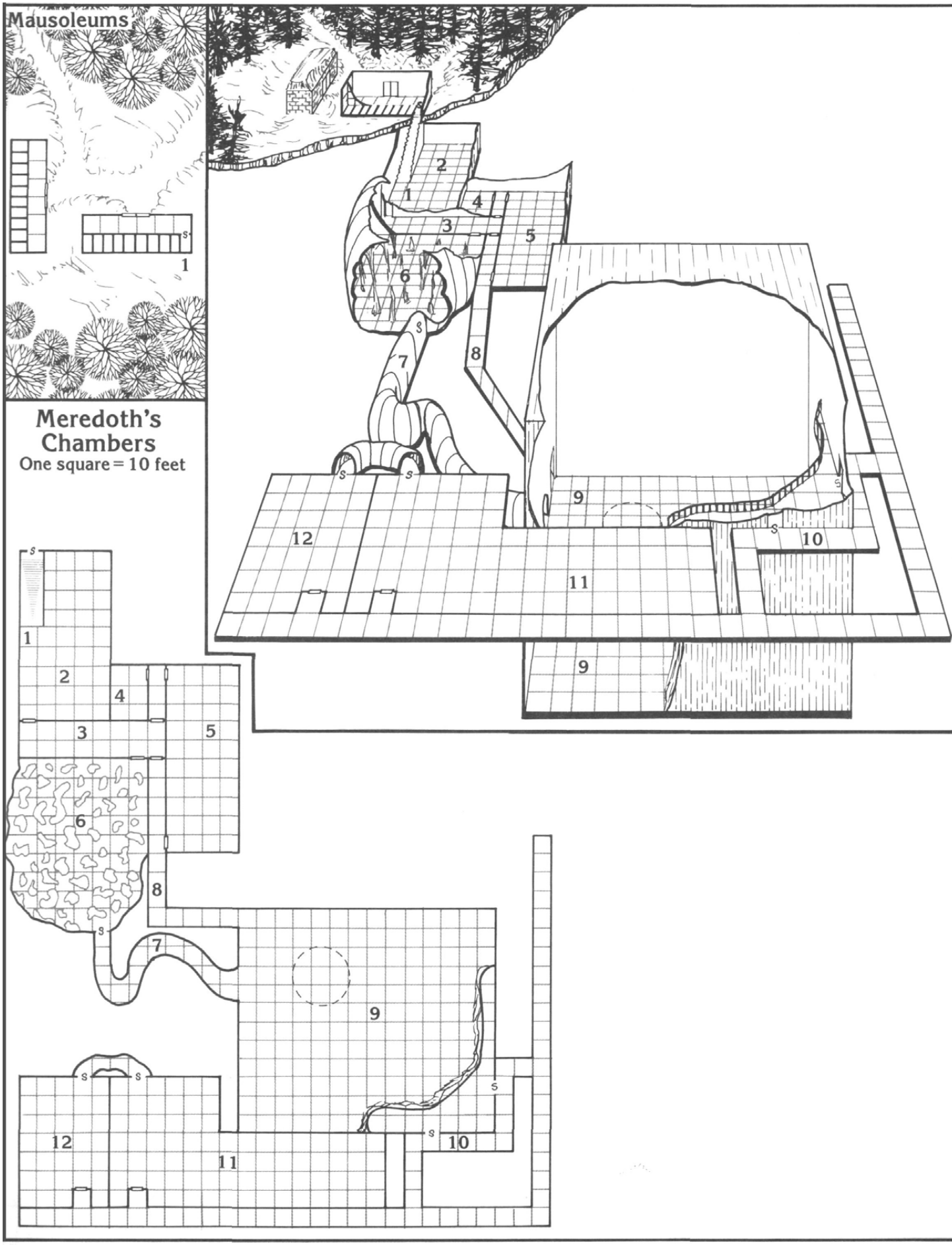
One square = 5 feet



Cargo Deck

1 Sail and Line Storage
2 Water Storage
3 Food Storage
4 Ladderway to Lower Deck
5 Open Storage
6 Secure Hold
7 Privies

One square = 5 feet


Mausoleums
1
Meredoth's Chambers
One square = 10 feet
1
2
3
4
5
6
7
8
9
10
11
12

Frost Shroud (Alteration)

1st-Level Wizard Spell
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1
Area of Effect: 10′ square per level
Saving Throw: None

This spell enables a wizard to cover a surface of the designated size with a thick coating of frost. Any type of surface may be affected, but the spell is used to best advantage if the frost blends in with surrounding ice or snow, thus obscuring the covered surface.

The surface to be affected must be cold enough to enable water to freeze. The spell remains in effect until temperatures warm sufficiently to melt surrounding ice or snow. In an arctic climate, the spell could last permanently. Warming the affected surface melts the frost temporarily, but if temperatures are cold enough, the frost forms again after one round.

Similar spells have been known to exist, creating shrouds of moss, mold, grass, etc.

The material component for the spell is a pinch of powdered glass mixed with several drops of water.

Vision Stone (Divination)

4th-Level Wizard Spell
Range: Special
Components: V, S, M
Duration: Special
Casting Time: 4 segments
Area of Effect: One gem or item per level
Saving Throw: None

This spell enables the caster to enclose a telepathic message in a gem or other object. The caster is able to set the conditions under which the message will be revealed. These conditions may be as generic or as specific as the caster desires, following the criteria for the *magic mouth* spell. When a designated creature holds the object in his hand, the object glows and pulses and the message is delivered mentally to the creature. The message remains in the object until the conditions for delivery are met.

The spell enables the caster to place a 50-word message or a one-minute vision into the designated object. When the conditions of the delivery of the message are met, the message is delivered mentally to the recipient—no one else can hear the message.

The caster can create one vision stone per level of spell ability, as long as all objects are imbued with the same message and the same criteria for delivery of the message. Thus, if a 10th-level caster desires to create ten objects with the same message, only one spell is required. If a 10th-level mage desires to imbue ten objects with ten different messages, ten spells are required. The object on which the *vision stone* spell is placed disintegrates immediately after the message is delivered.

Wizards below 15th level of ability can enchant only gems and objects worth 100 gp or more. Wizards of 15th level and above can enchant gemstones of any value and fabricated items of any value. Thus, a 15th-level mage could not enchant a broken tree branch, but he could a small wreath woven out of tree branches.

The vision stone may not be used to deliver magical spells or command words. The material components are the item to be enchanted, and an eyelash and a tooth from any creature.

Transmute Snow to Stone

(Alteration)

5th-Level Wizard Spell
Range: 10 yards per level
Components: V, S, M
Duration: Special
Casting Time: 5 segments
Area of Effect: One 20-foot cube per level
Saving Throw: None

This spell functions like *transmute mud to rock*. Any naturally occurring snow can be transformed into relatively solid rock resembling porous white marble. The rock can be chipped with a hammer or chisel, but fragments revert to snow immediately. Stone created with this spell can be cut or quarried like normal stone for purposes of construction. Buildings and other items created of snow can be transformed to stone, retaining their shape.

The reverse of the spell transforms stone to snow. If the stone is formed into a statue or building of sound construction, there is a 50% chance that it retains its shape. Otherwise, it collapses into piles of clean snow. Stairways and bridges transformed to snow collapse immediately.

Creatures standing on the stone when it reverts to snow sink initially to a depth of 1d6 feet. They do not sink farther on subsequent rounds.

Stone created through this spell can be changed back to snow through a *dispel magic* or *transmute stone to snow* spell. The stone suffers the effects of heat as if it were actual marble.

The material components are a chip of white marble, a pinch of salt, and a teardrop.

know me" and "Who will be mother to you?"

The woman makes no attempt to attack. If she is attacked, the vision melts away and reappears on another portion of the ship.

If the PCs attempt to communicate with her, they have to ask their first question several times before they gain the woman's attention and she decides to reply. Her answers burst forth in short sobs.

The woman's name is Madeline Stern. She died in childbirth several years ago, and she wails that her son, Morvan, is now a young man. He grew up without ever knowing his mother.

If the PCs ask why Madeline haunts the ship, she replies that Captain Garvyn prevented her eternal rest. She does not elaborate, but she says that Garvyn's greed does not allow her to be at peace.

Thirty minutes after Madeline's appearance, her ghostly form takes leave of the ship. She drifts up to the deck; still clutching the blanket in her arms, she floats over the rail of the ship. She disappears into the mist toward the east.

A few minutes after Madeline's disappearance, the fog begins to lift. The sky gradually clears and, just before dawn, the stars can be seen in the heavens.

PCs with the astrology or navigation proficiency quickly notice that the positions of the stars have changed dramatically. They do not resemble in any way the stars that should be in the sky based on the position of the ship. If the PCs do not have these proficiencies, the DM should allow an Intelligence check for the characters to make this discovery.

Not only are the stars in the wrong positions, but they are not recognizable. The sky has changed completely and is unrecognizable by any PC. Captain Garvyn and a few of the crew know these stars, but they do not volunteer any information.

If the PCs guess that they are in Ravenloft (or guess that they never left Ravenloft if they were trying to escape), they are correct. At some time while trapped in the fog, the ship was transported to Ravenloft. The DM should not inform the PCs of the change; they should be allowed to figure it out on their own.

Madeline's Story

If the PCs question Captain Garvyn about Madeline, he insists that he does not know her. He maintains that he never met anyone named Madeline and does not know about her husband or her child. This much of Garvyn's story is true.

DM's Note—do not reveal the following information to the players: Garvyn encountered Madeline briefly after her death. Garvyn was hired by a wealthy family to transport Madeline's body to the family mausoleum on a small island. He was paid for the job, but instead of completing his mission, he dumped her body overboard rather than make the three-day journey to the island. Madeline has haunted him ever since.

Garvyn knows why he is being haunted, but he is ashamed to admit to his wrongdoing. He maintains his ignorance until the PCs confront him with solid evidence (see the sections that follow).

Jacob and Charlotte are likewise victims of Garvyn's greed. He was paid to deliver their bodies to a mausoleum, but he took the money and dumped the bodies overboard. He was not aware that Charlotte was a child until her body had been disposed of; Garvyn feels especially guilty about not delivering her. Garvyn does not admit to these wrongdoings either, unless presented with hard evidence.

Garvyn's Secrets

If the PCs decide that a search of Garvyn's cabin is in order, they should be allowed to do so. If this does not occur to them, the ghosts should visit repeat-

edly, offering verbal clues about Garvyn's guilt or pointing to Garvyn's cabin or the area where his log books are kept within his cabin. Once the search is underway, the ghosts may appear at the DM's discretion to silently observe the PCs or to repeat the behavior they have already exhibited.

Garvyn's cabin may be searched easily while Garvyn is on deck, or he can be overpowered easily in order for the search to proceed. Garvyn puts forth only a minor struggle, quickly giving in and admitting to himself that the PCs would learn his secret eventually.

Clues turn up in Garvyn's old log books. These are stored in a large, locked trunk in his cabin. For every hour that the PCs search through the books, they find one Exhibit from Exhibits B, C, and D in the handout section at the center of this adventure. The DM should hand these out one at a time as appropriate.

There are notes in Garvyn's log book that record the position of the *Endurance* when the bodies were dumped overboard. These notes do not appear in the player handouts. The ship's positions become important when the time comes to retrieve the bodies.

Garvyn denies none of the details in the log book. As the PCs search the pages, he simply cowers and holds his head in his hands. He is prepared for the PCs' anger and wrath; after all, he dragged them into Ravenloft and has condemned them to forever sailing the *Endurance* unless the curse is broken.

Garvyn explains to the PCs that his behavior caused him to be cursed. He is condemned to Ravenloft and his domain is his ship. He cannot set foot off the ship, but his crew is able to leave the ship for varying ranges up to 500 yards. The PCs are faced with the same limitation when they make landfall.

Garvyn knows that he is responsible for the restless souls who haunt his ship. Clever players should be able to conclude that retrieving the bodies and interring them properly might put these souls to rest. Garvyn believes this to be true. If the PCs do not come to this conclusion on their own, the DM might allow a Wisdom check for the PCs to make the connection. Otherwise, Garvyn can simply tell the PCs of his plan to remove the curse.

Breaking the Curse

Garvyn can navigate the ship to the approximate locations where each body was dumped into the ocean. The PCs must then find a way to locate and recover the three bodies.

Until the bodies are located, the ship continues to be haunted by the three spirits. As soon as a body is recovered and transported to Todstein, the visits by the spirit of that person cease. The ghosts do not terminate their visits until their bodies have been buried.

During the time that the bodies are on the ship awaiting transport to Todstein, the visits become noisier and more frequent; for example, Charlotte cries uncontrollably, Madeline shrieks and cries for a longer period of time, and Jacob pounds the bulkheads with his fists. The DM should make the most of these opportunities for role-playing. The PCs should *not* be told that the ghostly visits will cease once the bodies have been properly buried.

The PCs must locate each body and return it to the ship. Garvyn follows their recommendations whether to deliver the bodies to the island one by one or to gather all three bodies and then transport them.

Following are the conditions under which each body may be found. The DM should refer to the rules for swimming in the *Player's Handbook* and the *DMG*, rules for the functioning of spells underwater in the *DMG* and *The Complete Wizard's Handbook*, and rules for spell use in

Ravenloft in either the RAVENLOFT™ boxed set or the Dungeon Master's Screen included with the *Feast of Goblyns* adventure.

PCs need magical means to breathe underwater. If none are available, DMs might allow for a few magical potions to surface in one of Garvyn's trunks; otherwise, the PCs are left to their own ingenuity.

While searching for each body, each PC has a cumulative 10% chance per hour of locating the remains. Any time the search is suspended and resumed, a PC starts again with a 0% chance and must build up his percentage chance anew. Each PC rolls individually for locating a body.

Charlotte

The location of Charlotte's body is within view of Graben Island. Her skeleton is on the ocean floor, in 80 feet of water. While recovering her body, the PCs are attacked by a school of skeletal sharks.

Skeletal Sharks (9): AC 6; MV Sw 24; HD three each of 4, 5, and 6 HD; hp 40, 36, 33, 30, 27, 22, 20, 16, 12; #AT 1; Dmg 1d4 (4-HD), 1d6 (5-HD), 1d8 (6-HD); AL N; SD immune to cold, *fear, sleep, charm,* and *hold* spells; suffer only half damage from piercing weapons; XP 175; 270; 420 THAC0 17 (4-HD), 15 (5-HD & 6-HD)

The sharks attack only after the PCs have been in the water for ten rounds or more. Since the skeletal sharks cannot smell blood, there is no danger of attracting their attention if blood is spilled. The DM may choose to have additional schools of sharks arrive if desired.

Charlotte's skeleton is located on the sandy ocean bottom. Tatters of her white dress and burial garments are tangled about her bones. Around one wrist is a gold bracelet that matches the necklace found in the cargo hold of the *Endurance.*

Charlotte's Clues

After Charlotte's body has been recovered, her visits change. Instead of looking for her doll, she cries that she misses her parents. If the PCs are kind and sympathetic, Charlotte calms down and talks to them. If they are angry or impatient, she cries harder to the point of hysteria and finally fades away. She returns for future visits, however.

The DM should carefully distribute the clues from Charlotte (and all the spirits), being careful not to dump all the information at once. The players will gain greater satisfaction from the adventure if they feel that they've earned the information the PCs receive.

The PCs can learn the following from Charlotte. Her parents are Karl and Louisa Reisland. She does not know anyone named Graben. Charlotte died from polio and was buried in a cemetery near her grandparents. She had three brothers and two sisters. She is also upset because her parents told her that when she died, she would see her grandparents in heaven, but she has not yet found them, and thus she doesn't believe that she has found heaven yet.

Jacob

Jacob's body was dropped off the ship within view of Todstein, approximately 200 yards offshore. His body is in 100 feet of water. The bottom is rocky; for every five rounds a PC walks on the ocean bottom, he must roll a successful Dexterity check or suffer 1d4 points of damage from losing his footing on the rocks.

Jacob's skeleton is found wearing leather breeches and the tatters of a white shirt. His bones are lodged between two large rocks, but they are not difficult to retrieve.

Jacob's Clues

When Jacob's body has been recovered, his visits change. If the PCs question him, they learn that he is angry with the Graben family. He was murdered by the Graben's eldest son, Horst. Jacob was a cooper (barrelmaker) in his lifetime, and Horst murdered him with his own cooper's tools and barrel hoops. Jacob suspected the family of graverobbing, and believes that this is the reason he was murdered.

Jacob would do anything to exact revenge on the Grabens. He implores the PCs to go to Graben Island and deal with the evil family. He suspects them not only of graverobbing, but also of murder. He does not know why the family takes part in such activities.

Jacob even offers to guide the PCs around Graben Island if they agree to investigate the family. In order to do so, they must carry Jacob's skeleton with them around the island. The skeleton must be contained in a trunk, box, or bag, and may not be carried in a *bag of holding* or other magical device (the magic would temporarily sever the connection between Jacob and his body).

Attack on the *Endurance*

While searching for Jacob's body, the *Endurance* is attacked by a giant starfish. Refer to the *Monstrous Compendium* page in the handout section at the center of this adventure for a complete description.

Giant Starfish (1): AC 2; MV 6 Sw 30; HD 13; hp 88; #AT 12; Dmg 1d10 (x12); AL CN; THAC0 7

If the *Endurance* is destroyed by the giant starfish, the PCs and sailors have no trouble clinging to debris. They may attempt to lash planks together to form a raft, or more likely, they may swim for Todstein. The sea is rough beyond 100 yards from shore, but within 100 yards of the beach, the water is calm and tranquil. The underlying currents help to draw swimmers toward the shore.

All the sailors are strong swimmers. If the DM uses nonweapon proficiencies, assume that all the sailors have the swimming proficiency. Captain Garvyn disappears among the wreckage. Attempts to locate him are futile.

If the PCs and sailors are marooned on Todstein, they find no way of getting off the island. They are forced to spend at least one night camped on Todstein. The DM should use this opportunity to make the PCs' stay a terrifying one. PCs and sailors should have nightmares of being chased by hordes of undead or encountering their greatest fears. Strange noises should be heard coming from the woods, and ghostly shadows might appear to rise from the water or the campfire.

If the PCs take time to explore the island, they find the mausoleum as Garvyn described it. The DM should refer to Chapter 4 for the description. The PCs cannot find a way into the mausoleum, however, since Captain Garvyn is the only one (as far as the PCs know) who knows the secret to opening it.

The first morning after camping on the island, the *Endurance* appears anchored off the beach near the site where the ship went down. Captain Garvyn is aboard, alive and well. The ship is intact, dry, and every bit as seaworthy as she was before the wreck. Observant PCs notice that any recent scars on the ship (such as any that may have been inflicted during the ghast attack) are present as well.

Garvyn explains this appearance as an element of his curse. His ship has been wrecked before, and each time, he has gone down with the ship, only to reappear the following morning. He never remembers any details of his whereabouts. He believes he might be unconscious, comatose, or magically suspended during the

ordeal. The powers of Ravenloft somehow ensure that Garvyn is locked to his curse by "saving" him and rebuilding his ship.

Garvyn adds that when he first became aware of his curse, he tried wrecking the ship as a way of breaking the curse, but the ship was rebuilt just as it was in this encounter. Apparently, Ravenloft does not give up its captives easily.

When Garvyn and the ship are found intact, Garvyn insists upon retrieving the third body before exploring the island. He allows the bodies of Charlotte and Jacob to be interred if the PCs insist upon it. However, if the DM needs to feed clues to the PCs, the spirits of the dead may be useful. The PCs could be encouraged to keep the bodies on board in order to gain more clues from them.

Madeline

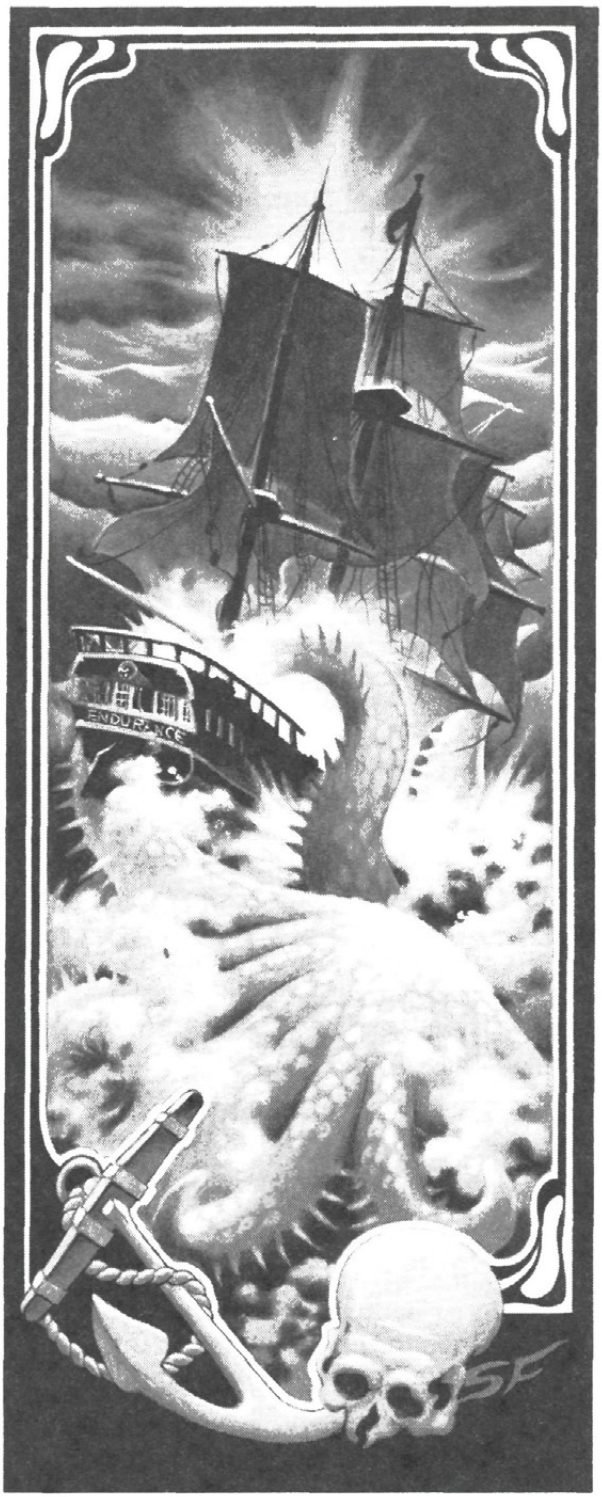
Madeline's body is located in 250 feet of water in the open ocean. There are no landmarks or land formations visible from the ship.

The skeleton is found wearing a tattered red velvet gown. Part of the burial shroud is still wrapped around Madeline's bones.

Approximately 100 feet from Madeline's skeleton is a small cave. The cave holds nothing of value and is roughly 40 feet in diameter. It is home to three vodyanoi (aquatic umber hulks) that attack the PCs after they have searched for one hour.

Vodyanoi (3): AC 2; MV 3 Sw 6; HD 8; hp 58, 48, 42; #AT 3; Dmg 3d4/3d4/1d10; SA 50% chance per day of summoning 1d20 electric eels; AL CE; THAC0 13

The umber hulks are a mother and two juveniles. This species thrives in saltwater environments.



Madeline's Clues

After Madeline's body is recovered, her visits to the ship change. If the PCs behave sympathetically toward her, she gives them the following clues.

The delivery of Madeline's baby was attended by Lucretia, one of the younger Graben sisters. Lucretia often served as midwife in the small village on Graben Island. Madeline believes that Lucretia was partly responsible for her death, because she left Madeline right after the baby was born, before seeing Madeline through the final stages of the delivery.

Madeline was buried in the Stern family plot in one of the small graveyards on Graben Island. She knows that the Graben family stole her body and intended to send it to Todstein, but she does not know the reason. They also stole a sapphire ring that she wore when she was buried.

Madeline is aware of other activity in the cemetery where she was buried. She claims that the Grabens stole other bodies and returned to their home with them.

After Madeline's body was stolen, her remains were taken back to the Graben house, her jewelry was taken, and a message was tucked into her clothing. Then she was delivered to Captain Garvyn to be carried to Todstein. Madeline asks that the PCs not take her to Todstein, but bury her instead in her grave on Graben Island.

Voyage to Graben Island

The clues provided so far should be sufficient to entice the PCs to investigate Graben Island. If the PCs are reluctant to visit the island, the spirits can be used to persuade the PCs, provide more clues, or generally make the PCs' lives miserable until they set out for the island.

As a last resort, the powers of Ravenloft can mysteriously carry the ship to Graben Island. No matter what direction the PCs choose, they always find themselves bound for Graben Island.

Jacob and Madeline as NPCs

If the PCs wish the assistance of Jacob and Madeline as NPCs, they must carry their skeletons along to maintain contact with their spirits. As outlined above, the skeletons cannot be carried in any sort of magical container or contact is broken.

Every story, even horror, needs comic relief from time to time. Jacob in particular can be effective in this regard. Jacob might best be played as a "back-seat driver," telling the PCs to hurry up, to take a different course than the one they've chosen, or to comment on every decision they make. Jacob is not hostile toward the PCs, but he is impatient for the mission to be accomplished. If the PCs ignore Jacob's suggestions, Jacob may fade from view, sulking, or he may dissolve into grumpy mumbling, complaining about knowing what he's talking about but nobody listens.

Madeline can be played the same way. She is not as assertive as Jacob, but she communicates her displeasure to the PCs if she does not like their course of action. Madeline bursts into tears, however, if the PCs become angry or hot-tempered toward her. An argument between Jacob and Madeline about a course of action would also be appropriate, with Madeline dissolving into tears if she feels that she lost the discussion. The PCs should find it necessary to console and comfort Madeline on many occasions.

Chapter 3: GRABEN ISLAND

Graben Island is located approximately 75 miles off the coast of Lamordia, in the Sea of Sorrows. There are no landmasses visible from any portion of Graben Island.

The Land

The climate of Graben Island is cold and harsh. Chilly ocean winds torment all sides of the island during all seasons of the year. The temperature never warms above 70°, even in the height of summer. Winter temperatures can easily reach −20°. The island is shrouded in mist nearly every evening, varying from a light haze to thick fog with low visibility.

The island receives frequent, violent storms and is buried beneath many feet of snow in the winter. While the climate is difficult to live in, the storms nonetheless provide a steady source of fresh water.

The northwestern coast of Graben Island is a rocky bluff bordered by a short, rocky beach. The bluff is void of plant life except for some scrub grass and an occasional tree wedged between the rocks.

The village of Graben and the Graben family estate are contained in a bowl-like ravine where the river cuts through the bluff to reach the ocean. On both sides of the river, the bluff slopes steeply upward until it reaches the 300-foot height of the rest of the bluff.

The northern end of the island is covered by rocky, rough, terrain. Long, tough grass and some occasional hardy flowers grow in the hard soil. The land is used for grazing sheep and goats.

The land slopes gradually toward the southern end of the island. The midsection of the island is covered by prairie, with long grass, tumbleweeds, and many varieties of shrubs and wildflowers. It is home to a variety of small wildlife, including wild chickens, ground squirrels, prairie dogs, pheasants, quail, partridges, and other birds and small mammals.

The southern end of the island consists of swamp and marshland. The ground is spongy and soft, virtually uninhabitable. Many of the typical swamp-dwelling creatures are absent, due to the cold climate. However, the swamps are home to otters, beavers, many species of snakes and frogs, owls, and several species of birds.

The frequent rainfall on the island caused the formation of many flash-flood ravines. Along the ravines are dense pine forests, home to bears, wolves, cougars, rabbits, squirrels, and many varieties of birds.

Villages

Two small, isolated farming villages, Seeheim and Kirchenheim, lie on the northern end of the island. They are nearly self-sufficient, but a few merchants in each village make occasional trips to Graben village for needed supplies. These villages are each home to approximately 300 people.

The largest settlement on the island is the village of Graben. It is home to approximately 1,000 people.

A fourth village lies on a small island to the west of the main island. Known as Knammen Island, its terrain matches that of the northern portion of Graben Island. The small village is home to 150 persons and is known as Meerdorf.

Inhabitants

The residents of all the villages are quiet, slightly suspicious people. They compose a tightly knit group, apprehensive of outsiders and strangers. They know their fellow villagers very well and know the relatives and family trees of their neighbors as well as their own.

The natives of Graben Island are primarily sheep and goat farmers. Cotton, oats, rye, wheat, flax, and corn are grown in small fields in the prairie regions of the island. Many natives are employed as weavers, millers, and wool spinners. The people of Graben work hard, but they make a reasonably comfortable living in their harsh environment.

A few families make their living as fishermen. The rough seas, however, cause this to be a dangerous profession. Fortunately, since the island is in the middle of the ocean, boats need not venture far to land a large catch.

The PCs will have some difficulty communicating with the residents of Graben Island. The natives are polite but avoid conversation. Residents will offer directions around their villages, suggest a place for food or lodging, or talk briefly about life on the island. They will not offer much personal information or gossip. No resident will chat with the PCs for more than five minutes.

Fortunately, the PCs have guides in the form of Jacob and Madeline. They both lived in the village of Graben, and they both know the land and the people very well. The adventure assumes that the PCs take advantage of the spirits' knowledge of the island. If the PCs refuse their services for some reason, the DM will need to invent a suitable replacement (in the form of an adventurous villager) or make the villagers more talkative.

Villagers' Information About the Graben Family

Everyone in the villages knows of the Graben family. They were the first settlers on the island and are descended from jewel merchants. Most of the older Grabens keep to themselves, but the younger family members are seen in the village of Graben frequently. Four generations of the family live on the estate.

While the Graben family never visits Seeheim or Kirchenheim, the inhabitants know of the family. Travelers to the main village have seen them on occasion, and their notoriety permeates the island.

The oldest members of the family are never seen in the village of Graben. The second generation family members are seen only on rare occasions. The third generation Grabens, whose members are in their mid-20s and early 30s, are seen frequently in the village along with their children. They seem rather ordinary, usually dress in dark clothing, and always have a great deal of money to spend.

From time to time, the Grabens make acquaintances in the village, but these relationships never seem to last long. In Madeline's case, for example, one of the Graben women befriended her and offered to assist in the birth of her child. After Madeline's death, the village was rather cold toward the Graben woman. In another case, one of the Graben men courted one of the girls in town, but after her two brothers were mysteriously killed, the relationship ended. The woman died approximately one year later, leaving the family with no heirs.

In general, no one can think of anything good to say about the Graben family (except that they have money), but the villagers do not go out of their way to say bad things, either. Most of the Grabens keep to themselves, and this suits the villagers just fine.

Village of Graben

The village of Graben is located next to the ocean, with a small river flowing to the south. Most inhabitants live in the village proper, with a few families living on small farms to the north. These farms are the source of the village's grain supply and a portion of its fruits and vegetables. Most villagers keep small gardens and a goat or two near their homes.

This small village is nearly self-sufficient, relying on fish, wild game, and a few crops for food, wool, cotton, and furs for clothing. Local timber and stone are used for building materials. The homes and stores are built of stone or half-timber construction with wooden plank roofs. The walls of all the buildings are quite thick (one to two feet) to keep out the winter cold.

Merchants and Tradesmen

The village includes the following shops and stores. Each is operated as a family business, with the family members living above the shop. All the businesses are located on the main street leading from the beach through the village. Each shopkeeper has slightly different information about the Graben family.

Bakery: This shop offers a variety of breads, rolls, and sweets made from local products. Most of these are hearty rye, oat, and wheat products, with cookies and cakes being somewhat rare. The bakery relies on local honey for its sweetener.

The bakery is operated by a widow, Miriam Brote, and her children. Miriam is a plump woman who is shy but pleasant. Miriam is afraid of the Graben family and is nervous but polite when they patronize her shop. She can't say why, but she doesn't trust the family.

Butcher: Harvid Fleischer is the local butcher. For a fee or bartered goods, he butchers goats, sheep, or chickens. He maintains a small smokehouse behind his shop. He also hunts and slaughters wild game for sale to the villagers.

Harvid is not very intelligent, but he is good with a cleaver. He normally hunts with bow and arrow, but he sometimes uses traps. He has been out hunting at night in the woods across the river and seen some strange things at the Graben family estate. Harvid has seen the family wagons coming and going late at night, and unloading large (human-sized) bundles. He is smart enough not to question these occurrences, but dumb enough not to realize the implications.

Cooper: This was Jacob's business while he was alive. His brother Jeremiah has taken it over since his death. Jeremiah makes all sizes of kegs and barrels. He makes one special size of barrel for the Graben family—a barrel five feet tall and three feet in diameter. He has no idea what it is used for. The Grabens pay him well and he does not wish to offend them by asking.

Cotton Spinner: Operated by the Ackerman family, this business cleans, dyes, and spins raw cotton into thread and yarn. Every member of the family works at some stage of the process.

Margaret and Hiram Ackerman have four children and operate a clean, efficient business. They have been highly paid by the Graben family on occasion for special orders. These requests have included special colors (including purple and deep blue) and also large quantities of heavy yarn consisting of a blend of cotton and flax.

Fish Market: Pieter Fischer and his sons operate the fish market and fishing boats. The Fischers are large, strong men, muscular from years of sailing and hauling nets. They fish in the wee hours of the morning, stocking the store for the day.

Pieter has seen the Grabens on the docks in the early morning hours. They always seem to be making deliveries of some kind to a single ship. He has seen them delivering merchandise, but never accepting any.

General Store: This shop sells everything from blankets and fabric to lanterns, household goods, and foodstuffs. Lars Stromm and his family operate the store. They also buy eggs, vegetables, and goat's milk from villagers for sale to other villagers. The store receives monthly shipments of goods that cannot be produced on the island.

Lars does a good business but rarely sees members of the Graben family. When they do shop in his store, they buy huge quantities of everything and want only the best quality merchandise. Lars cannot figure out where the Grabens get their money, since none of them holds a job or trade. He can't believe that a family can support itself on acquired wealth for as long as the Grabens have.

The Black Sheep Inn: Since the island rarely has visitors, there is only one place for travelers to board. The Black Sheep Inn is the building nearest the beach. The inn has six rooms above a large common room that serves wine, ale, and a variety of lunch and dinner items. The fare includes soups, stews, breads, meat pies, and potato dishes. All meals are cooked on the premises, and the beverages are brewed and stored in the cellar.

Barnabas Vincent owns the inn. A member of the Graben family stops at the inn at the end of every month to purchase large amounts of wine and ale.

Mill: Situated next to the river, the mill cleans and grinds all types of grain into meal and flour. The mill is operated by Hans Mueller and his family, and employs many people in the village.

Hans has never met the Graben family.

Weaver: Marcus Gwynn is the local weaver, assisted in his business by his four daughters. He produces all types of cloth and also takes special requests.

The Graben family visits Marcus regularly. They often request fine weaves of cloth, but they also request large quantities of fabric made from the heavy-duty thread made by the Ackermans.

Wool Spinner: Vance Stellen and his family clean, card, dye, and spin wool. They have a standard inventory, but also fill special orders. The Grabens always seem to buy dark colors.

The Cemetery

When the PCs visit the cemetery, regardless of the time of day, the DM should inform them that the sky is cloudy and overcast. As the PCs approach the graveyard, a light mist covers the grounds. As the PCs explore, the mist thickens, but so slowly as to be barely noticeable.

This small graveyard overlooks the sea and is surrounded by a five-foot-tall stone wall. It lies in the rough prairie grass, and the terrain is untouched except for the graves that have been dug. Wooden or stone markers delineate the graves.

The PCs can find Madeline's, Charlotte's, and Jacob's tombstones in the graveyard. If the PCs dig up the sites, the coffins are empty. If they dig up any other site in the graveyard, those coffins are also empty.

After several turns of searching, the DM should inform the PCs that the fog has overtaken the cemetery and that they can see only 20 feet ahead.

> As you make your way among the tombstones, you realize that the fog has been thickening ever since you arrived. You can see perhaps three headstones on each side of you, but beyond that, the fog obscures everything. The slosh, slosh, slosh of waves can be heard far below the graveyard's cliff.
>
> The fog rolls and curls about you in an eerie dance. The sound of the waves seems to whisper to you in the darkness. A damp chill grips your body as the moist air closes in. Faraway sounds of bleating sheep, wagon wheels crunching the road, and muffled voices are amplified in the mist. They sound as if they could be right beside you—but you'd never know it in this weather.

This is an excellent opportunity for the DM to scare the PCs. The PCs could become separated among the headstones, having difficulty finding one another. They might also have problems finding the gate that leads out of the cemetery, or lose their sense of direction entirely.

When the PCs leave the graveyard to return to the village, they have an encounter with a gypsy (see below).

If the PCs ask in town or ask Jacob, they are told that a small team of men takes care of the duties of burying the dead. Jacob can find these men if the PCs wish to talk to them. All of them have the same information. They have never buried a member of the Graben family; they believe the Grabens have a small family plot on their grounds. The men also add that no matter how well they cover a grave site and replace the turf, within a few days the site is messy and looks as if animals have been digging at the grass.

If the PCs ask about the Graben family's mausoleum, none of the graveyard crew knows anything about it. They simply assume that the family has their own graveyard or mausoleum, because none of the family is ever interred in the cemetery.

If the PCs ask about the difficulty of burying the dead on the island, the men all agree that, although the soil is hard and the grass is tough, nothing prevents

the burial of caskets. The southern end is too swampy and the northern end is too rocky, but the prairie region is suitable.

The other villages on the island have small mausoleums built of native stone just outside their borders. New mausoleums are added as necessary. If the PCs search the mausoleums, they find evidence that bodies were interred here, but no bodies are found.

Vincenzia Returns

Read the following passage to the PCs after they leave the cemetery.

> As you wade through the fog, the long, tough grass pulls at your feet. Your boots feel heavy in the damp weeds and you are coated by moisture from the dense fog. The dampness and cold close in about you.
>
> As the mists swirl and part, allowing you to pass, you nearly collide with a dark figure standing in front of you. A tall woman dressed in long skirts, a red blouse and shawl, with a long braid of black hair steps out of the mist before you. She cackles as she sees the surprised looks on your faces.

If the PCs started this adventure in Ravenloft, they are familiar with Vincenzia the gypsy. Proceed with the text marked "Conversation A" and then the text marked "Conversation C." If the PCs did not begin their adventure in Ravenloft, skip to the box marked "Conversation B" and continue with the box marked "Conversation C." The DM can reveal as many or as few details about the gypsies in Ravenloft as he wishes. Vincenzia can be used to tell the PCs any information that the DM wishes to divulge. She only answers the PCs' questions, however; she does not reveal the nature of the gypsies unless she is asked specifically.

Conversation A

> You recognize the middle-aged woman as Vincenzia, the gypsy who instructed you to find the *Endurance*. She obviously seems to enjoy startling you. She speaks to you in her cryptic manner.
>
> "You have come far since last we met. Fate never moves in a straight line, does she? You are closer to your goals than when last I saw you, yet you believe you are farther away."

Conversation B

> "You must learn not to be surprised in Ravenloft. If a gypsy appearing from out of the mists is enough to frighten you, then you have much to learn and a long way to travel.
>
> "Forgive me. I have not introduced myself. I am Vincenzia, of the Vistani. My people inhabit the whole of Ravenloft, sometimes aiding lost travelers like yourselves, but always monitoring the lands.
>
> "What brings you to Vincenzia you know not. Such is the way of things in Ravenloft. Sometimes the gypsies know your minds before you know them yourselves.
>
> "Each of you bears your own burdens and fears, but your burdens are lighter by being part of this group. Yet the group takes you away from resolving your own crises only to solve other problems and aid others. Why?
>
> "You draw strength from your companionship. Do not let petty matters weaken your bonds.
>
> "Even when you think you have strayed far off course, remember that Fate knows no straight lines. She will lead you in the path she chooses, and few things in this world will change this."

Conversation C

> "Everything looks different from the outside than it does from the inside. In this land, nothing is as it seems. Even when you think you've reached your goal, you must look for a thread that carries you farther. Keep your wits about you.
>
> "The answers you seek will take you farther than this island. The evil you are hunting is greater than you suspect. It seeks to divide you and destroy you. Do not be fooled by its tricks.
>
> "For now, Mistress Fate leads you. Trust in yourselves even when it seems you have been led astray."

If the PCs question Vincenzia, she listens to their questions for no more than five minutes. After this time, she shushes them, saying, "Enough! You will get nowhere if you only sit and ask an old gypsy questions. Be on your way—go find the passage that Fate has chosen." With that, she twirls and disappears into the mists.

For the DM

By this time, the PCs should have sufficient clues to deduce that the Graben family is robbing graves and occasionally causing a death in order to produce a body. No one in the village suspects this, since the Graben family is careful not to reveal its activities.

The PCs should also have deduced that the family is shipping the bodies to Todstein under the pretense that their family mausoleum is located there. Captain Garvyn never questioned the Grabens' explanation. He knew nothing about the island and had no reason to suspect that the family was lying.

When Garvyn first met the family, he had no idea that he had stumbled into Ravenloft. With each successive crime, the realm tightened its hold on Garvyn, until it claimed him after he dumped the third body overboard. He regretted his sin and repented, but it was too late. The realm claimed him and cursed him to travel the waters of Ravenloft.

PCs' Options

The PCs now have several courses of action to consider. They may choose to visit the Graben family estate, but they must fabricate a good reason for doing so. The PCs are turned away unless they invent some pretense dealing with jewel trading or cargo shipping. In this event, the PCs are shown to the sitting room in the Graben family mansion to discuss business with Colin Graben. This is explained in detail later in this chapter.

The PCs might also wish to secretly observe the family estate. This can be done easily by hiding in the woods near the house or through magical means.

An islander dies 1d4 days after the PCs arrive on the island. A second roll of 1d4 indicates the number of days following the death before the Graben family digs up the grave site and steals the body. If the PCs are observing the family during this time, they witness the entire act. Another roll of 1d4 indicates the number of days following the theft before the body is delivered to a visiting ship.

The Graben Family Estate

The estate overlooks the ocean and can be reached by crossing the river at either of the two bridges. Alternatively, it is possible to scale the low cliff along the ocean to the south of the river. The cliff is only 15 feet high south of the river, but it rises sharply to a height of 200 feet behind the main house and a height of 300 feet at the edge of the property.

The main house is the oldest building on the island. It is the largest residence on

the property and runs parallel to the ocean cliff. It is built of native stone and topped with a slate roof. The eldest members of the family live in this 36-room structure. The house is 200 feet long.

The homes to the northeast of the main house are occupied by the younger members of the family. These buildings house three to four couples and their children. The homes contain 18 to 26 rooms.

Southwest of the main house is a row of three smaller houses. Each contains eight rooms. The house farthest from the main house is home to a family that cares for the livestock. Members of this family have lived on the grounds and pursued this profession for 150 years.

Likewise, the middle house in the row is home to a family of servants. They have been in the Grabens' service for over 100 years. This family performs all the cooking and cleaning duties for the estate.

The house nearest the main house is a guest house. It is almost always empty. It is used occasionally by the captain and officers of a ship doing business with the Grabens. It is also used by the families of young men and women who are engaged to marry Graben family members. (The family believes in arranged marriages.)

Along the coast, southwest of the homes, lies a vast pasture. Sheep, goats, and a few cows are allowed to roam this region. The area is surrounded by a wooden fence except on the side near the ocean. The cliff is too steep and rocky for animals to wander off.

The remainder of the property is wild prairie except for a few plots of crops south of the pasture. The Graben family members often entertain themselves by riding horses or hunting on the prairie.

The family considers itself to own all unclaimed land on the island. Although the islanders did not have to buy their property and merely had to ask the Grabens to grant it to them, the Grabens still hold control over the land. They would entertain similar grants for anyone asking for land, but they will never grant land within one mile of the edge of their property. The estate is not fenced or walled, but stone markers are placed every 50 feet along the border of the property to delineate the edge of the private property.

The Family Members

Ezekiel Graben and his sister Marietta are the oldest members of the family. Both of their spouses have been deceased for over 20 years. Ezekiel and Marietta each have suites in the main house.

Ezekiel fathered four sons, Matthias, Danar, Metan, and Kugan, and two daughters, Geneel and Mavis. Marietta gave birth to two sons, Driddam and Stymar, and three daughters, Araby, Elena, and Rosalee. Their histories follow.

Ezekiel's Descendants

Matthias and his wife are deceased but fathered five sons and three daughters. These children all married. Colin, their eldest son, now handles the family's business matters. Colin and his siblings are all alive.

Danar married, but he and his wife were killed in a horseback riding accident. They left two daughters, who were raised by Metan. Each daughter married and had three children of her own.

Metan and his wife never had children of their own. They are both alive.

Kugan never married and is alive.

Geneel's first husband died and she remarried. She had seven children and 26 grandchildren. She and her husband are alive.

Mavis married and had one child before her husband died. She has two grandchildren and is deceased.

Marietta's Descendants

Driddam and his wife are deceased, leaving four children and eight grandchildren. Their son Blaine heads and directs the grave-robbing expeditions.

Stymar died in his late teens.

Araby ran off with a ship captain and was never seen again.

Elena married and had nine children and 21 grandchildren. She is deceased, but her husband, Nestor, is alive. Her son Olsain handles all negotiations with the necromancer. Her daughter, Lucretia, befriended Madeline and was responsible for her death.

Rosalee was engaged to be married but her fiance never arrived for the wedding. She never married.

All of Ezekiel's and Marietta's children live in the main house in private suites. Their grandchildren and great-grandchildren live in the homes to the northeast of the main house.

None of the characters listed by name here (except Colin, Blaine, Lucretia, and Olsain) make any appearances in the village. They are too old and reclusive to venture that far.

The third generation of the family currently handles all business. All the men direct the household activities and assist in the grave-robbing and delivery missions. The women take no part in these efforts; instead, they tend the children and see to some of the household duties that are not performed by the servants.

The Graben Family Secret

At some point, the PCs will learn that the Grabens are far from normal humans. The DM should refer to the description in the *Monstrous Compendium*-style pages at the center of this module for a detailed description.

The DM should choose an appropriate situation for the PCs to witness the Gra-

bens' "unusual" abilities. It might occur as the PCs observe the Grabens robbing a grave, or it might occur if the PCs sneak into the mansion, secretly observing the family. The PCs should observe one or more family members detaching or reattaching their limbs. A woman may have placed her head on a table to arrange her hair, a man might injure his arm while robbing the grave and remove it, or the children might get into a scuffle and drop a few limbs in the process. These clues should be sufficient to tip off the PCs that the Grabens are not what they seem.

The family takes every precaution to ensure that the villagers do not learn that they are undead. They leave the estate only when necessary, and when they do, they ensure that their disguises are working to their best advantage. On the estate, they maintain the facade in the event that someone stumbles onto the property.

The servant families who work for the Grabens are also undead. This was necessary to safeguard the secret. An ordinary family was once employed, but the Grabens "disposed" of them when their secret was discovered.

The Grabens' condition is the result of Meredoth's necromancy. When the domain formed, Meredoth realized that he needed a way to maintain the supply of bodies required for his research. In time, he developed the necessary magic, poisoned the entire family, then converted their bodies to their current state. They are faithful servants and are intelligent enough to maintain the facade that safeguards their secret.

Confronting the Graben Family

If the PCs decide to pay the family a visit, they are admitted to the main house by a servant. The woman wears a simple black dress, and appears ordinary except for a dull look in her eyes. She shows the PCs to a sitting room.

After about ten minutes, the PCs are joined by Colin Graben. He politely entertains any business proposals, but if the PCs merely make small talk or ask questions about the family or the island, he asks them to leave. Colin dryly explains that he is busy and has many business matters that need his attention. He walks to the front door intent on showing the PCs out. If the PCs resist, he pulls a nearby bell rope. The sound summons 20 of the family's strongest men, arriving in less than two rounds. They do not attack unless the PCs attack first.

If the PCs have Jacob as a guide, he points out a secret panel in the floor of the sitting room. If the PCs do not have Jacob, the DM must invent a suitable method for the PCs to find the panel. If the PCs announce that they are searching the room, they automatically find it.

Under the panel is a ledger and a small sack of 50 gold coins. The ledger contains a record of shipments and transactions with various ship captains. Captain Garvyn's name can be found in the book at least six times. If the PCs have observed a shipment, they find it recorded in the book. The records include the name of the ship, the name of the captain, the name of the victim, the amount paid for shipment, and the date. Shipments are recorded at a minimum of once per month and a maximum of once per week. The destination of the shipments is not listed, but the PCs can safely assume that it is Todstein.

Investigating the Estate

When the PCs are ready to launch a full-scale attack, the DM should prepare a simple floor plan of the buildings on the estate as described previously. The residences should be typical gothic homes laid out in long hallways flanked by rooms with long staircases, large rooms, and high ceilings. Each

home should include one enormous kitchen, a central dining room, two or three large sitting rooms, and family suites. The suites should include an appropriate number of bedrooms for the family members, a sitting room, and a small dining room. The floor plans should be relatively simple. The DM may use the floor plan of any familiar mansion or large residence.

The PCs will have the most success if they attack the estate at night. Although the Grabens do not need to sleep, they retire to their rooms and turn out the lights to keep up appearances. They rest in their beds more as a matter of habit from life than as a matter of necessity.

If the PCs are quiet and quick, they can infiltrate the mansions room by room without raising the alarm. There is a cumulative 5% chance per room raided that a family member sounds the alarm. If the PCs are not cautious or are especially noisy, the DM should sound the alarm as appropriate.

When the alarm is sounded, the entire family begins arriving at a rate of 2d4 members per round until the entire family has turned out at the building the PCs are exploring. From this point, it is a fight to the death for the family. If the PCs decide to attempt an escape, the family pursues them to the edge of the estate property, allowing the PCs to escape once they are beyond that border.

After the Battle

When the PCs have defeated the family, the PCs are left with several buildings to explore and ransack. Unfortunately, most of the family's possessions are over 150 years old. Items in the public areas, such as the sitting rooms and the guest house, have been magically enhanced to appear new and clean. Following the family's demise, however, the magic wears off, leaving an array of decaying furniture and textiles. All items made of wood or fabric, including carpets and tapestries, immediately deteriorate into rotting, crumbling heaps of cloth and splinters. All clothing suffers likewise. Half of all items of glass, crystal, porcelain, and ceramic also crumble. Of the remaining half, about 20% stay in good condition, while the rest yellow, fade, and become too brittle to be of value.

Money, gems, and jewelry remain intact. The PCs can find 2,000 to 5,000 gp (DM's choice to suit the campaign) and a large assortment of jewelry. As a final testament to the Grabens' treachery, a small vault holds numerous rings, brooches, and pendants, both in men's and women's styles. If Jacob is with the PCs, he can identify several pieces as belonging to his friends and neighbors who are deceased, including a ring of his own. The Grabens made a healthy profit from their grave robbing, both in shipping the bodies and in selling the jewelry that is buried with the dead.

In a desk in Colin's chambers, the PCs also find maps of the route to Todstein. Garvyn verifies that he was given such a map on his first voyage to Todstein.

Finally, the PCs find a decree from Meredoth. It describes the activities he wishes them to undertake, including the number of bodies he wishes to receive per month. There are also instructions for the ship captains, describing the delivery of the bodies. Meredoth's name appears only on papers meant for Colin. The PCs now know that they have yet another enemy to fight. Garvyn will ferry them to Todstein when they are ready.

The death of the Graben family means that Meredoth is aware of the PCs and begins making preparations for them.

Chapter 4: TODSTEIN

The island of Todstein is a rocky knoll located 60 miles to the west of Graben Island. The waters around the island for 50 yards are calm and placid, but outside that boundary for one mile, the waters are choppy and boiling. The necromancer who claims the island uses the powers of his domain in order to safeguard it.

Meredoth was cursed to Ravenloft for the crimes and deeds he perpetrated in his homeland (DM's choice of homeland to fit the campaign setting). His necromancy was twisted and perverted to suit his own goals, and when Meredoth could not find bodies for his horrible experiments, he provided his own through murder and grave robbing.

Meredoth is now lord of the domain known as Nebligtode. The domain includes Todstein, Graben Island, a few scattered uninhabited islands, and the ocean surrounding all these land masses. The powers of the domain allow "fingers" of the realm to permeate other worlds, thus capturing unsuspecting travelers. Meredoth is immediately aware of anyone setting foot on his island.

The Island

Despite a similar latitude to that of Graben Island, Todstein has a radically different climate. The climate of the island, for unknown reasons, is arctic. The temperature can drop to −60° in the winter and reaches a maximum of 40° in the summer.

During the winter, snow falls every few days. Blizzards assault the island every two to three weeks. For this reason, the animals dig deep burrows and warrens, and they survive quite well despite the harsh climate.

The island is an igneous extrusion of an ancient, extinct volcano. This gives it a hard, stable base. A 20-foot layer of permafrost lies over the igneous base. Despite the extreme climate, the island is covered by pine forest and a variety of hardy evergreen shrubs growing and thriving right in the permafrost. Snowshoe hare, wolves, ptarmigan, and a few other varieties of arctic creatures inhabit the island.

A wide beach rises gradually to meet the pine forest, which rises in a steep hill. The beach is sandy within 20 feet of the water, giving way to frozen sand, then permafrost, and finally the thick pines.

The rest of the island looms 150 feet over the water in icy, treacherous cliffs. Except for the beaches, the rest of the island stands at a 150-foot elevation.

The two mausoleums stand on the northern end of the island. They can be reached by following a snowy, narrow trail from either the western or eastern side of the island.

Except for the mausoleums and trails, the island appears to be untouched by civilization. Animal tracks are abundant, forming trails through the thick woods.

Human tracks are discernable along the trails. They appear to be several days old. The tracks lead only to the mausoleums and do not lead anywhere else on the island.

Mysterious Visions

As the PCs near the mausoleums, they find a small purple pouch, its contents partly spilled, lying in the snow. The pouch contains a number of tiny stick figures, each about two inches high. The number of figures matches the number of PCs, and each figure resembles a PC (the DM should fill in the details: for example, a figure might have long, red string for hair and be wrapped in green fabric to match a red-haired female wearing a green cloak).

Presumably, each PC takes his or her figure. If the PCs do not take their figures, allow Intelligence checks or explain the effects that follow to the first character who touches his figure.

When a PC takes his figure, he has a brief vision. Each vision should be described to the individual player secretly, although all visions are similar. The DM should describe a situation in which some or all of the rest of the party conspires against the PC. It may seem to be a conspiracy or a subtle effort to make the PC take the biggest risks. In either case, the player should be left with no doubt as to the meaning of the message. Refer to the *vision stone* spell in the "New Magic" section on page 36 for a description of these effects. Meredoth prepared these figures and messages in the hope of splitting the party or weakening their group spirit.

The Mausoleums

These structures are shaped like rectangular boxes with flat roofs. The roofs are covered by six feet of snow. The mausoleums appear to be made of white stone blocks, but on close examination, the PCs discover that the blocks are not stone. Any dwarves in the party can detect this fact simply by examining the blocks. Other PCs must roll successful Intelligence checks to discover that the blocks are actually made of hard, packed snow. The snow is more solid, however, than blocks made by normal means. The mausoleums were constructed by means of a *snow to stone* spell (described in detail on page 36 of this adventure).

As the PCs examine the mausoleums, the DM should read the following.

> As you investigate the buildings buried in the snow, a strange sound arises in the wind. It is a long, slow whine, rising and falling in pitch, but always maintaining its intensity. The sound could be right behind you or it could be miles away. It sounds vaguely like the cry of an animal, but it is strangely unnatural. A shiver overcomes you as the sound dies away.

On either side of the doors leading into the mausoleums stand two giant statues sculpted out of the snow. They resemble giant men and wear armor, helmets, and gauntlets.

The creatures are snow golems (refer to the *Monstrous Compendium* entry in the center of this module). The four golems are trained to attack when they hear Meredoth's signal (the whine).

Snow Golems (4): AC 6; MV 9; HD 12; hp 74, 66, 62, 57; #AT 1; Dmg 2d12; SA *cone of cold*; SD immune to cold- and water-based attacks; AL N; THAC0 9; XP 2,000 each.

Double doors lead into the mausoleums. The doors are fitted with locks, but they are not functional. Garvyn knows the secret to opening the doors; although he cannot leave the ship, he can instruct the PCs in the operation of the doors.

Trick Locks

To open the doors, a character must press both hands onto the stone block just above the lock in the right door. The heat from the character's hands melts a thin layer of frost concealing a metal panel. One round after the frost melts, it reforms. This is the result of a *frost shroud* spell (see page 36 of this adventure).

The metal panel bears three rows of ten characters etched into its surface. Each row is identical and each character is surrounded by a circle. The characters, from left to right, are a skull, a quarter moon, a sunburst, a snowflake, a skeletal hand, an

eye, a feather, a pine tree, flames, and a fish with fangs.

Each circle containing an icon is actually a button in a complex lock. Two buttons in each row must be pressed simultaneously in order to open the lock. The second row must be operated first, pressing the quarter moon and the eye simultaneously; next, the first row must be operated, pressing the skeletal hand and the flames; and finally, the third row must be operated, pressing the skull and the feather.

If a character presses a single button, nothing happens. If any two incorrect buttons are pressed simultaneously, a tiny needle springs forth and pricks the finger of the operator. The needle does not penetrate leather gloves. It is tipped with a rare poison that causes chills in its victims. A normal saving throw is allowed to avoid the effects of the poison. Anyone subject to the poison suffers a −2 penalty to Dexterity and Constitution for 2d12 hours. The victim suffers shivering and chills, and his skin is cold to the touch. No amount of clothing or exposure to a heat source (such as a roaring fire) counteracts the cold. Drinking a hot beverage counteracts the effects for two turns. *Heat metal* cast on a character wearing metal armor alleviates the effects of the poison for the duration of the spell. When the spell effects end, the character escapes the effects of the poison for two turns, after which the effects resume.

Inside the Mausoleums

When the lock has been operated properly, the doors swing inward. Inside, the mausoleum is cold and dark. If the PCs choose to camp inside the mausoleum, they find that the temperature inside always matches the temperature outside, but the building provides protection from the wind. If a campfire is built inside the mausoleum, the fire's warmth is felt only

within three feet of the flames. The magical blocks made from the *snow to stone* spell prevent the building from rising in temperature.

Both mausoleums are identical and bear identical locks.

Inside the doors, a ten-foot-wide corridor runs the length of the building. Across from the door is a solid wall covered by three rows of ten *snow to stone* slabs. Each slab is four feet tall and five feet wide. The slabs fit neatly into openings the same size as the slabs.

If the PCs search the room thoroughly, they find a panel like the one locking the mausoleum. It is also concealed by a *frost shroud* spell. The panel bears symbols identical to those on the exterior lock. Pressing any single button opens the corresponding burial chamber (e.g., pressing the third button in the first row will open the third chamber in the first row).

These are obviously the chambers in which bodies are to be interred. All the chambers are empty, but they show signs of use. Scrapes along the floors of the chambers indicate that coffins were once slid into place, but there is no trace of the former occupants.

In the western mausoleum, the panel serves a second function. If the three skull symbols on the metal panel are pressed simultaneously, the first slab in each of the three rows of chambers swings inward, revealing a secret passageway. If any three wrong buttons are pressed simultaneously, a needle pops out as described above.

Into the Tomb

1. Stairway:

> The secret door behind the three left burial chambers opens onto a passage six feet wide and ten feet long. A stairway made of *snow to stone* steps leads down into darkness.

Meredoth has devised many clever traps to greet any who might attempt to infiltrate his home. The first trap is this staircase leading down. The stairs extend down 40 feet. When intruders attempt to descend the stairs, Meredoth casts *stone to snow* on the stairs, followed by a *snow to stone* spell two rounds later. Meredoth then retreats into his chambers while the intruders struggle with their situation.

Each PC must roll a successful saving throw vs. spell to avoid being knocked unconscious by the miniature avalanche. Half damage is caused in the fall, since the PCs land in soft snow (3d3 points of damage since the PCs fall 30 feet). The DM rolls 1d10 for each character to determine how deep in the snow each character is buried. Important: the die roll indicates the number of feet of snow between the character and the surface of the snow. Characters can free themselves by breaking through to the surface if they are within two feet of the surface of the snow before it turns to stone. Those who can fly or levitate can escape the snow altogether once they break the surface.

PCs buried deeper than two feet can punch a small pocket into the snow, enabling them to breathe for three rounds after the snow turns to stone. When the air runs out, the character can hold his breath for a number of round equal to 1/3 of his Constitution score; thereafter, he rolls a Constitution check each round, with a cumulative −2 modifier. Failure means the character suffocates. Any characters who do not need to breathe do not suffer this fate and simply must wait until someone digs them out.

2. Storage: When the PCs free themselves from the avalanche, the DM should read the following.

A small hill of snow turned to stone covers the floor where the stairs once stood. There is a gap of 30 feet between the top of the snow hill and the door leading to the mausoleum.

You find yourselves in a large, open room lined with coffins of every description. Some are plain, wooden boxes, while others are ornate, gold- and silver-plated works of art. The coffins are stacked in no particular order around the perimeter of the room. Those nearest the bottom of the stairs seem to have arrived most recently; those at the back of the room are covered in dust and cobwebs.

A single door stands across from the foot of the stairs.

If the PCs search the coffins, they find one skeleton (non-animated) and one body in the coffins near the door. There is nothing else of interest in the room.

3. Skeleton Storage: Forty skeletons occupy this room. They attack anyone but Meredoth.

Skeletons (40): AC 7; MV 12; HD 1; hp 6 each; #AT 1; Dmg 1d6 (rusty short sword); SD immune to *fear, sleep, hold, charm*, and cold-based spells; suffer only half damage from piercing weapons; AL N; THAC0 19; XP 65 each

4. Bones:

As you open the door to this room, a musty odor arises in the chilly air. Before you, hung on giant hooks on the walls, dangle six skeletons. Crates and barrels line the room, filled with an assortment of human and animal bones and skulls, sorted by type.

The skeletons are ordinary and will not attack. Nothing of value is in the room.

5. Pets:

The door to this long room swings open with a loud creak. The room is dark and musty-smelling, and you can hear scuffling and scraping sounds in the blackness.

As your light penetrates the dark, you see writhing, clawing forms scurrying about. In the next instant, bony, skeletal creatures charge at you.

This chamber is filled with every sort of skeletal animal imaginable. Only a few are native to the island, implying that Meredoth imported the rest. The skeletal creatures rush at the PCs, surrounding them and attacking. If the PCs search the room after the battle is finished, they find nothing of value.

Skeletons (100): AC 8; MV 6; HD 1; hp see below; #AT 1; Dmg see below; SD Special; MR Special; AL N; THAC0 20; XP 35(S) or 65(M-L) each.

A total of 15 squirrels, rabbits, ferrets, chipmunks, cats, opossums, and birds (unable to fly in skeletal form) have 3 hp each and inflict 1d2 points of damage.

A total of 30 monkeys, small dogs, sheep, pigs, goats, and large birds (unable to fly) have 5 hp each and inflict 1d3 points of damage.

A total of 40 panthers, cheetahs, wolves, coyotes, large dogs, mules, boars, badgers, and kangaroos have 8 hp each and inflict 1d4 points of damage.

A total of 15 bears, moose, horses, lions, and one elephant have 10 hp each and inflict 1d6 points of damage.

6. Ice Palace:

The white stone door to this room is unnaturally cold. Thick frost hangs on the surface like a shroud.

A loud groaning arises as the door is pushed open. The hinges creak and whine from the extreme cold. Your breath hangs heavy in the still air.

Before you, a dim light reflects and glints eerily off many surfaces. The source of the strange light is not visible. A labyrinth of stone and ice pillars lies ahead of you, as sharp, icy stalactites and stalagmites form a dangerous but beautiful maze.

This room is another of Meredoth's traps. The ice palace can be disturbed by the slightest vibration, sending ice and stone crashing down on the PCs. Since Meredoth always wears moccasins and knows the secret of the room, he can pass through it easily. However, PCs wearing hard boots who attempt to navigate the chamber will cause enough vibration to bring the ceiling crashing down.

As soon as a PC wearing hard-soled boots walks 15 feet into the room, the chamber begins to quiver and rumble. At this point, nothing can stop the collapse of the ceiling. Ice and stone stalactites shower down on any PCs inside the room, causing 4d10 points of damage (no saving throw). PCs wearing metal armor suffer only half damage.

If the PCs try to disarm the room (by casting a *fireball* spell, for example), the sudden change in temperature causes a cave-in of rock and ice that inflicts the damage listed above on any PCs in the room. The PCs also find themselves knee-deep in icy water that quickly begins to refreeze. A layer of ice half an inch thick forms on top of the water after five rounds, and it continues to solidify thereafter.

A secret door at the opposite side of the room leads to area 7.

7. Ice Slide: On the other side of this door, the floor slants away sharply in a curving tunnel of sheer ice. A character who pushes the door open finds himself unavoidably slipping on the ice and plummeting down the tunnel. If the ice palace is full of water due to the characters' prior actions, the water rushes down the tunnel, speeding the character's descent.

The DM should determine, based on the positions and actions of the PCs, if other characters slip down the tunnel. Those who slip are in for a wild, slippery ride down the curving tunnel. There is no chance that a character can stop himself in the tunnel. Even if this were possible, a character on the slide behind him would quickly knock him down again.

Characters slipping down the tunnel enjoy a ride descending 100 feet. They soon find themselves sliding into a large, open room. They land anywhere within the dotted circle in room 9. The DM should determine if characters colliding with one another injure themselves on exposed weapons and the like.

8. Hallway: The door to this hall is *wizard locked*. This passage is bare and empty, and the icy floor slopes downward for the full length of the hall. All characters must roll Dexterity checks as they enter the hallway. If any characters fail their checks, the DM secretly rolls 1d12 for each character and multiplies the result by 10. The result is the distance (in feet) along the corridor that the PC loses his footing and slides the rest of the way down the passage (possibly colliding with characters ahead of him).

9. Battlefield: This room is empty. Sounds echo eerily off the bare walls and 150-foot-high ceiling. Evidence of prior battles is apparent: nicks and chunks pit the walls and scorch marks decorate the stone in deadly patterns. A strange, ornate stone balcony juts out of the wall 100 feet off the floor.

Meredoth uses this room to engage intruders and also to practice his new spells. When attacking intruders, he stands on the balcony, casting spells down at his victims. The wall surrounding the balcony is four feet high, partially protecting Meredoth.

Two secret doors stand in the wall behind the balcony. There are no other doors out of this room. PCs can attempt to exit through hallway 8, rolling Dexterity checks every 30 feet to avoid sliding back down the hallway. PCs cannot exit up tunnel 7 unless they are able to fly or otherwise navigate the passage without touching the floor or walls.

As soon as the PCs enter this room, Meredoth begins tossing spells down at them. He has one round to cast spells before the PCs are able to act. This battle continues until the PCs retreat or Meredoth is reduced to 10 or fewer hit points. If Meredoth retreats, he exits to his personal chambers to consume *potions of extra healing.*

10. Corridor: This passage is empty. It serves only to provide access to Meredoth's lab and personal chambers. In a desperate situation, Meredoth will hide in one of the alcoves leading to his rooms and cast spells down the hallway at attackers, jumping into one of the rooms if he is threatened.

One end of the corridor is a dead end. This allows Meredoth time to position himself in an alcove while intruders decide which passage to follow. Meredoth's moccasins prevent him from being heard as he sprints down the hallway.

11. Laboratory:

> A creaking door gives way to a vast, dark room. Your nose stings and your eyes water as putrid stenches surround you. The odors of rotting flesh, ammonia, stagnant swamp water, and mildew are detectable among many smells. A ghastly array of equipment, tools, and bubbling experiments lies before you.
>
> Row after row of shelves fill the narrow end of the L-shaped room. Bottles, jars, baskets, and canisters filled with chemicals and herbs fill the shelves. Many jars contain human and animal organs, methodically sorted and neatly labeled in Meredoth's personal code. Many more jars, labeled with a variety of symbols, seem to hold only blood.
>
> The wide end of the room holds many experimentation tables, some topped with marble and others topped with granite. Some of the tables contain evidence of Meredoth's dissections. An incredible array of knives and scalpels, varieties of which you have never seen before, fills a rack at least 15 feet long.

Before the PCs even enter the room, they must roll Constitution checks. Failure indicates that a PC can do nothing for two rounds due to extreme nausea.

The PCs can examine the lab if they desire. The DM should describe horror after horror, all Meredoth's experiments.

Meredoth is possessive of his lab and does not wish it to be disturbed by the PCs. His solution is to enter his lab (assuming that the PCs will follow him), enter his chambers through the secret tunnel to room 12, and consume several *potions of extra healing.* He then exits room 12 into the hallway, making noise as he passes the lab, in an attempt to lure the PCs out of the lab. At the end of the hallway, he hides around a corner and casts spells at the PCs as they pursue.

Meredoth then opens a door onto the catwalk, hoping the PCs will believe that he has gone onto the balcony. When the PCs appear on the balcony, a *magic mouth* spell at the entrance to corridor 8 activates, sounding like laughter, retreating

up the icy hallway. If the PCs head for corridor 8, Meredoth waits for them to reach room 9 and begins throwing spells at them all over again. This scenario continues until either Meredoth is dead or the PCs give up or are killed.

12. Meredoth's Room: This chamber is filled with Meredoth's personal belongings (including everything listed in the character description at the end of this module). A rumpled bed, clothing, dishes of partly eaten food, books, and mounted trophies from past battles fill cluttered shelves. Many articles are dusty and grimy, but some are clean (thanks to a variety of cantrips).

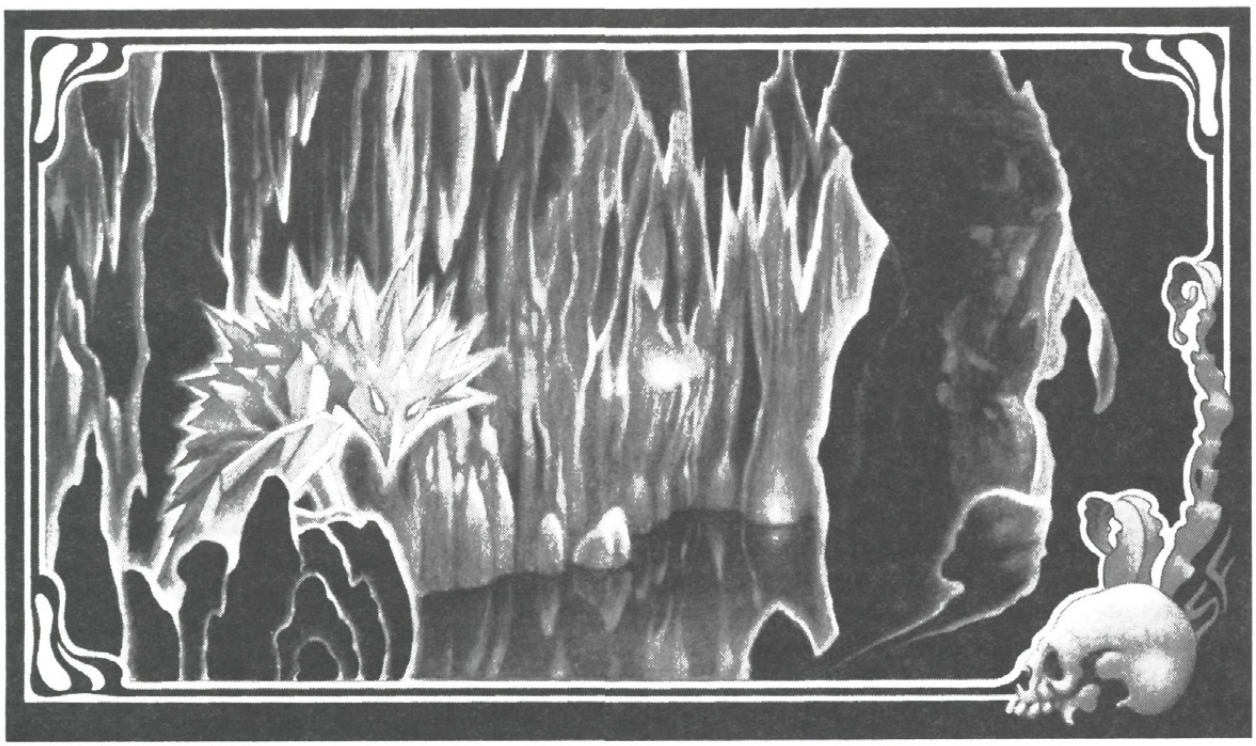
Among the books, PCs can find records of shipments received from Graben Island. If the DM is in need of a hook for future adventures, the records might also include references to other islands or locations where more grave robbers are working to provide Meredoth with bodies.

Wrapping Up

In Ravenloft, the death of the lord of a small domain usually means the disappearance of the domain. The domain dissolves into mist, leaving the PCs in another portion of Ravenloft or in the land in which they began the adventure.

The DM could cause Nebligtode to dissolve into mist the instant Meredoth is killed, or the DM might allow the PCs to ransack his home and board the *Endurance*, with mist moving in after they set sail. If the DM has plans that would be assisted by the PCs owning a ship, he might allow Garvyn to disappear along with Meredoth, leaving a seaworthy vessel to the PCs.

Ultimately, the DM must decide whether to allow the PCs to depart Ravenloft and return to their homeland, or to continue to wander in the fog. Once in the mists, anything can happen!



eredoth

20th-level Necromancer

AC −2; MV 12; hp 50; Str 10, Dex 17, Con 15, Int 19, Wis 12, Cha 5; #AT 1; Dmg by spell or weapon (staff, dagger, darts); AL CE; THAC0 14

Equipment: *cloak of protection +3, bracers of defense AC 4*, six *potions of extra healing, potion of fire resistance, potion of speed, ring of shooting stars, rod of smiting* (11 charges), *staff of the serpent (python), wand of flame extinguishing* (16 charges), *bag of holding, folding boat, snowshoes of varied tracks* (identical to *boots of varied tracks*, but enable the wearer to stay on top of soft snow; bear, goat, rabbit, and wolf prints), *broom of flying, decanter of endless water, hat of stupidity.*

Spells *: 5 1st, 5 2nd, 5 3rd, 5 4th, 5 5th, 4 6th, 3 7th, 3 8th, 2 9th

* As a necromancer, Meredoth can memorize one additional spell per level, as long as one necromancy spell is memorized per level.

Background

Meredoth has resided in Ravenloft for nearly a century. Although he ages slightly, the powers of Ravenloft have kept him alive long beyond his natural life span.

This wizened old mage stands just over six feet tall. He has piercing, cold blue eyes, and flowing, frosty-white hair, beard, and mustache. His skin is pale and milky in color and bears deep crevices and wrinkles. His long fingers end in twisted, claw-like nails, and his hands have a purplish tint, like that of a corpse. His skin is always cold to the touch, and his hands are icy cold.

Meredoth typically wears black or purple woolen robes and purple moccasins. The cold climate on his island does not seem to bother him. The temperature in his underground home never rises above 45°. His wardrobe is of little importance to him, as he does not need to dress to keep warm.

The powers of Ravenloft carved this underground home out of the permafrost and underlying rock. It resembles Meredoth's dwelling on his home world, but he has made some modifications using the *snow to stone* spell. He developed the spell specifically for this use.

Meredoth views life as an enormous experiment. He views living creatures as so many experiments waiting to happen. He has no regard for the value of life, considering humans to be nothing more than a crop waiting to be harvested (much as humans harvest berries in the wild). He cares little for the origin of the bodies he uses in experiments.

Combat

If Meredoth's home is infiltrated, he considers it to be an "extermination" problem—mere vermin requiring slaughter and eventual experimentation. Meredoth has set several traps in his home for this purpose. He typically arrives at a trap to ensure that it is sprung, then exits to another part of his home. Occasionally, he observes the struggles of his victim from a safe distance. If any creatures survive the trap, he simply springs another.

Meredoth has little desire to enter melee, but he will do so if threatened. Only if all his traps have been sprung, his creatures have been killed, and he is backed into a corner will he enter combat.

This necromancer is ruthless in battle. He never enters battle without first placing protective spells on himself (unless the urgency of the situation prohibits such precautions). He then maintains a

safe distance as long as possible, casting spells at their maximum ranges.

Following is a list of Meredoth's spell books. These books were filled before Meredoth arrived in Ravenloft, so they are subject to all the rules governing spells in this realm. The DM should consult Chapter IX, Spells in Ravenloft, in the RAVENLOFT™ boxed set for the changes in these spells.

Spell Book 1: *cantrip, chill touch, dancing lights, detect undead, erase, gaze reflection, identify, light, magic missile, read magic; continual light, darkness 15' radius, fog cloud, knock, levitate, magic mouth, pyrotechnics, spectral hand, wizard lock; dispel magic, explosive runes, feign death, fly, gust of wind, haste, hold undead, lightning bolt, protection from evil 10' radius, vampiric touch*

Spell Book 2: *burning hands, enlarge, feather fall, find familiar, protection from good, shield, shocking grasp, spider climb, unseen servant, wall of fog, wizard mark; detect good, detect invisibility, ESP, flaming sphere, stinking cloud, summon swarm, web; clairvoyance, Leomund's tiny hut, Melf's minute meteors*

Spell Book 3: *monster summoning I, secret page, sepia snake sigil, wind wall; dimension door, fire trap, massmorph, minor globe of invulnerability, polymorph other, polymorph self, remove curse; conjure elemental, contact other plane, dismissal, fabricate, passwall, stone shape, teleport*

Spell Book 4: *contagion, enervation, Evard's black tentacles, ice storm, monster summoning II, wall of ice; animate dead, Bigby's interposing hand, cloudkill, cone of cold, magic jar, sending, summon shadow, wall of force*

Spell Book 5: *anti-magic shell, death fog, disintegrate, globe of invulnerability, invisible stalker, Otiluke's freezing sphere, repulsion, stone to flesh; control undead, delayed blast fireball, finger of death, limited wish, monster summoning V, reverse gravity; clone*

Spell Book 6: *chain lightning, contingency, death spell, enchant an item, reincarnation; banishment, phase door, power word stun, spell turning, teleport without error, vanish; Bigby's clenched fist, incendiary cloud, screen*

Spell Book 7: *glassteel, permanency, polymorph any object, power word blind, Serten's spell immunity, trap the soul; energy drain, gate, imprisonment, meteor swarm, power word kill, prismatic sphere, wish*

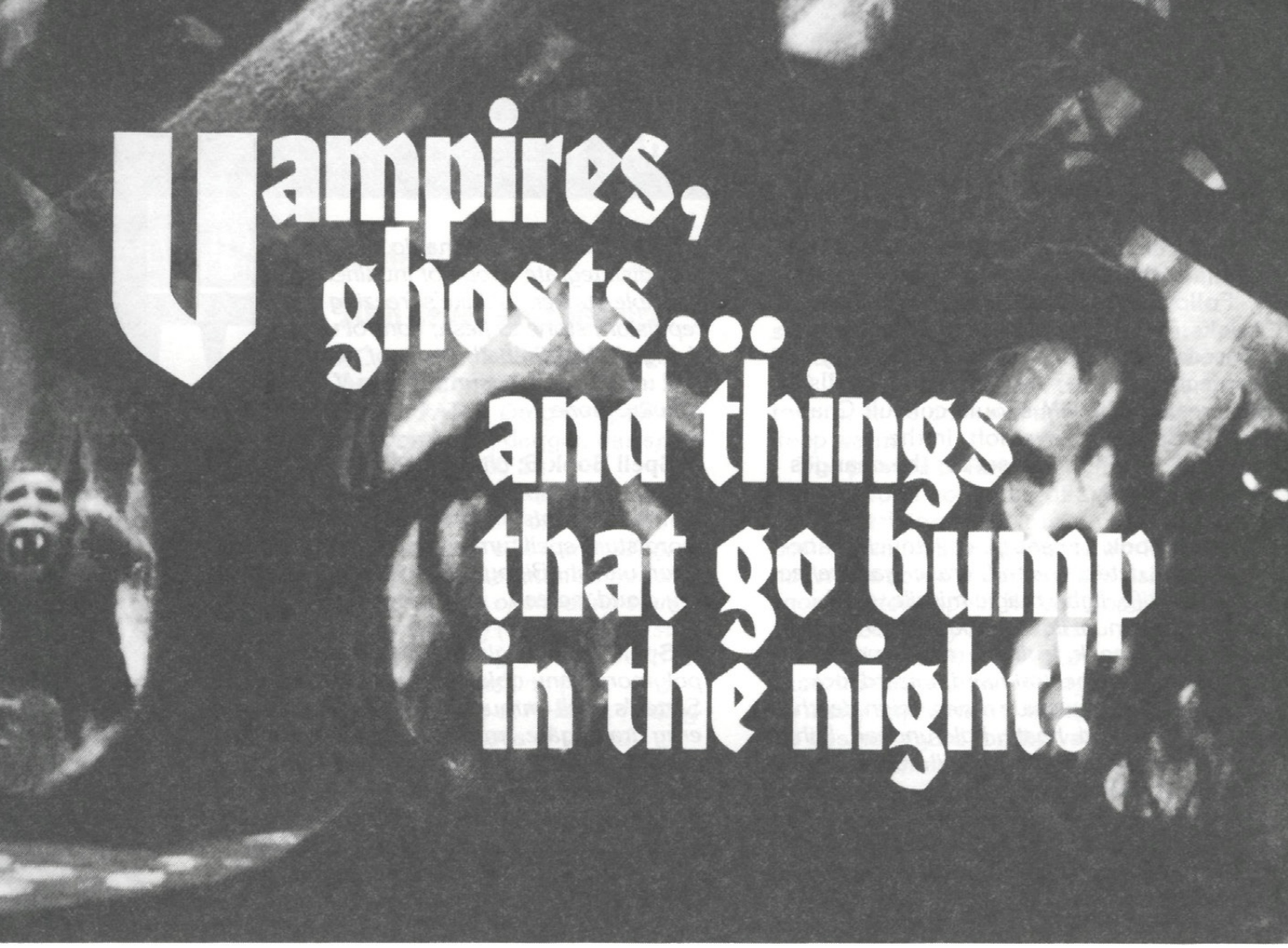
Meredoth's Powers of the Domain

Like all lords of Ravenloft, Meredoth has powers over his lands. First, he has control over the seas that surround his islands. Ordinarily, he keeps the waters in a 50-foot radius around his island calm and peaceful. Beyond that border for one mile, the sea is boiling and turbulent. This is primarily to keep out intruders.

Second, Meredoth is instantly aware of anyone setting foot on the island of Todstein.

Third, Meredoth is immune to all attacks and effects of undead creatures of five or fewer Hit Dice.

Meredoth can also close the borders of his domain by generating such turbulence in the waters that they become impassable. Fifty-foot-high waves and mile-wide whirlpools ensure that those within do not escape with their lives.



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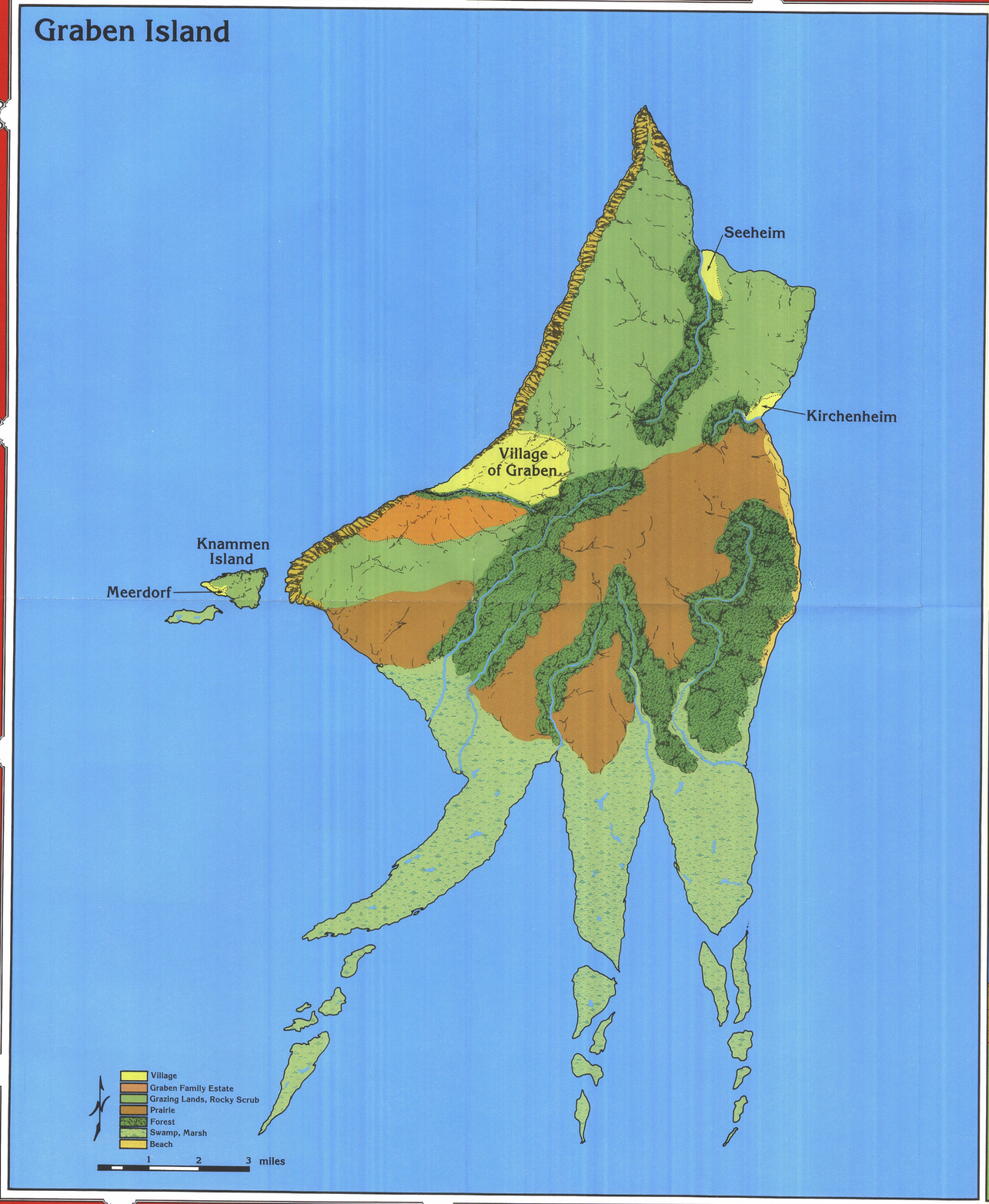
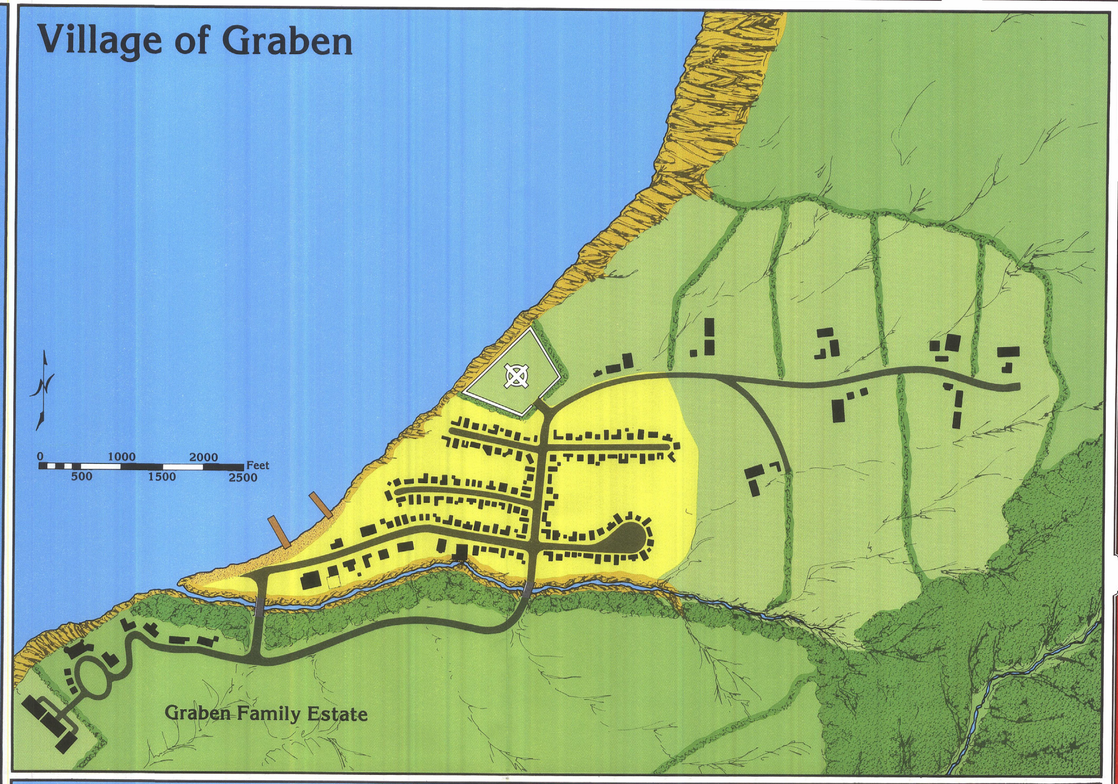
TODSTEIN
150′ Cliffs
Mausoleum
Clearing
Trail
Beach
Pine forest
Ocean
1″ = 1/4 mile (1300 feet)

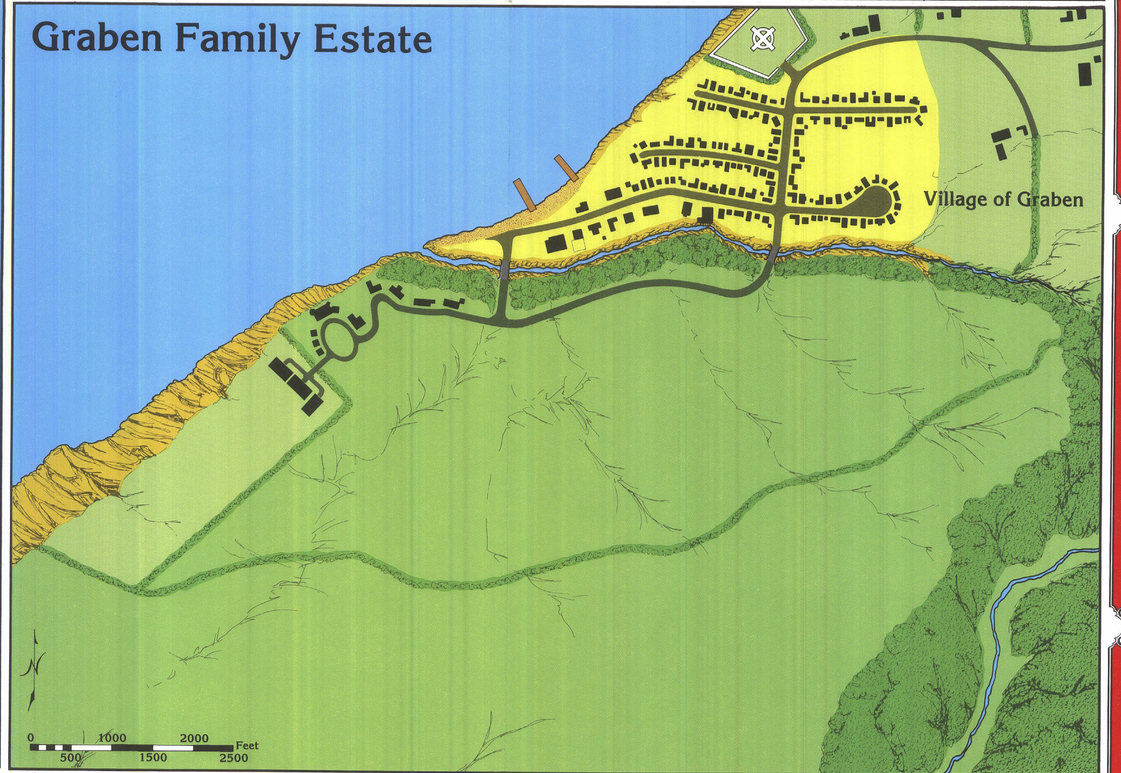
Graben Island



Village of Graben



Graben Family Estate



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Advanced Dungeons & Dragons 2nd Edition

Ravenloft™

Official Game Adventure

Ship of Horror

Horrible hauntings, cruel curses, dark secrets . . . this is no pleasure cruise!

The mists of Ravenloft know no boundaries and observe no rules. One way or another, they always get what they want—this time with some help from a cursed captain and his ship. Player characters boarding an innocent-looking ship will soon find themselves aboard a haunted vessel, destined for an island inhabited by a new form of undead creatures. But that's not the end of the horror—an evil necromancer lies at the root of the evil on the island. The battle isn't over until he's been defeated!

Ship of Horror is an adventure set in Ravenloft with two beginnings: one for PCs already in Ravenloft, and one for DMs looking for a way to push his PCs into Ravenloft from other worlds. The adventure includes three new monsters, new spells, and several handouts ready for distribution to players. *Ship of Horror* is an adventure for four to six players of levels 8-10 looking for grisly chills and thrills!

By Anne Brown

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